

Design and Technology

Setting
challenge

with picture

Name

Date

Investigation and Research

Researching

Learning Objectives;

- ✕ *To know that products are designed for different purposes and users.*
- ✕ *To evaluate products and identify specific uses.*
- ✕ *To make labelled diagrams showing specific features.*

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- ✕ Look at your research.
- ✕ Draw 3 different products.
- ✕ For each one you need to label any design features - 3-d effects, attachments, logo's etc.
- ✕ In the box below write the features pros/cons

Investigating

Learning Objectives:

- ✕ To know that products are designed for different purposes.
- ✕ To know that the products purpose affects the materials used.

Using your work from the previous session with your partner answer the following questions:

✕ Which materials are used to make the products you have seen?

✕ _____

✕ _____

✕ _____

✕ _____

✕ Who is your target audience?

✕ _____

✕ What is the main purpose of the product? What does it do?

✕ _____

✕ _____

✕ _____

✕ List features that you think are essential to all the products?

✕ _____

✕ _____

✕ _____

✕ _____

✕ Which design features from your research might you want to use in your own design? And why?

✕ _____

✕ _____

✕ _____

Generating a Design

Thought Shower and Design Brief

Learning objectives:

- ✕ To know that products are designed for a specific purpose or audience in mind.
- ✕ To appreciate the aesthetic qualities of a design.

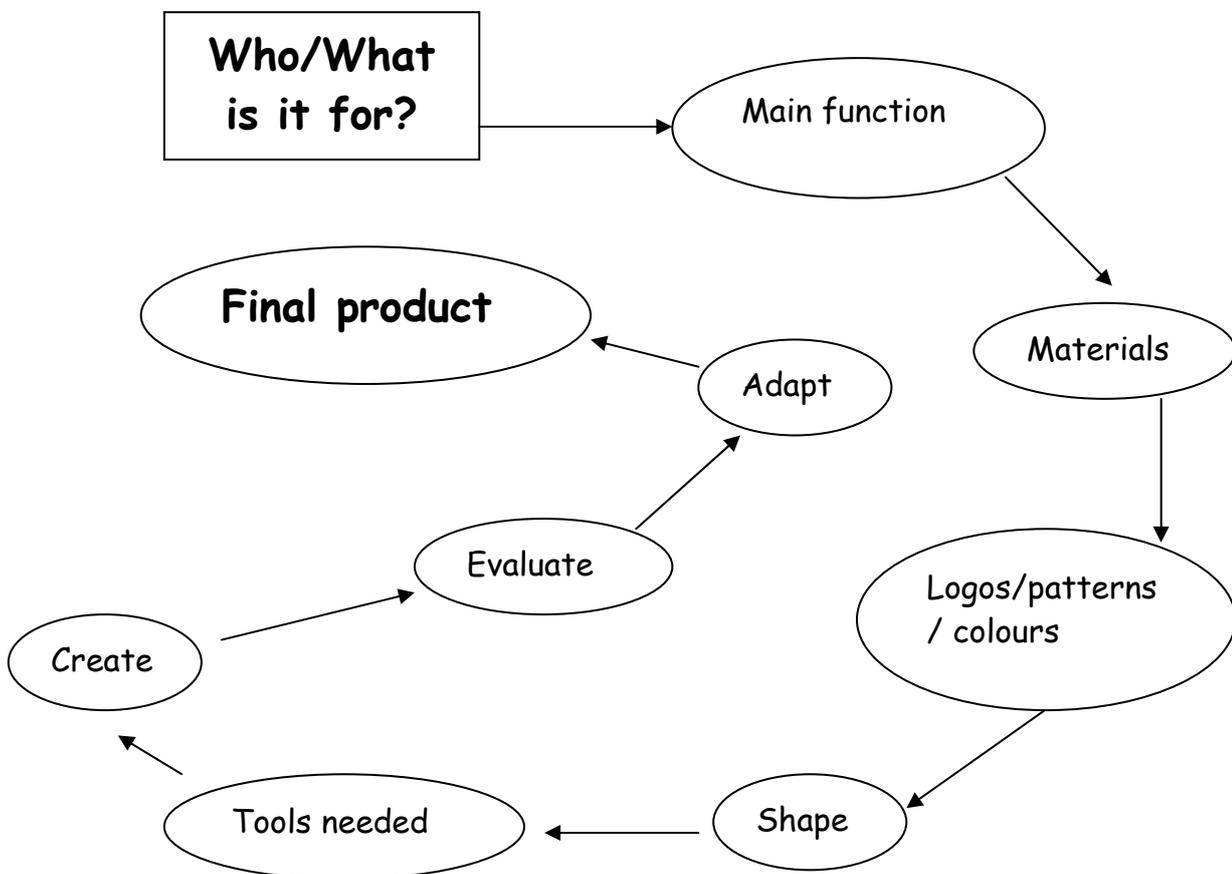
You are going to design a product for a **set purpose/ challenge**
You need to decide Who/what purpose you are going to design your product for? E.g: Occasion, gift.

Think carefully about this. This is called your design brief.

My brief is:

.....
.....

You can now use the brief to help you think about what your product must achieve to be successful and meet the brief. This will inform your design.



Design Ideas

Learning Objectives:

- ✘ *To design a product for a specific purpose or audience.*
- ✘ *To communicate ideas.*
- ✘ *To appreciate the aesthetic qualities of design.*
- ✘ *To draw simple design specifications.*

Now you need to design 3 sets of your product. Each should be different but relate to the same theme. Remember to think about your design brief, important features such as materials, suitability for the person, occasion and use your imagination. Be Creative but practical!

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Final decision

Now you have designed your product, you need to decide which one you are going to make. Look at your designs again and think carefully about which one fulfils your design brief best, is suitable for your audience and is creative.

You need a detailed labelled diagram that includes your final design from different angles.

Don't forget to show any decorative details you intend to have.

Final design, show from different angles.

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**I have chosen this
colour/logo/ shape etc
because**

.....

.....

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.....

.....

.....

.....

.....

Plan

Planning to make

Learning objectives:

- ✕ *To make a plan of how to make the product.*
- ✕ *To know how to make a paper pattern/template.*
- ✕ *To measure and cut from a pattern with some accuracy.*

Now you need to plan how you will make your product.

Think back to the testing and modelling stages and write a list of materials and equipment you will use.

Materials I will use	Equipment I will use
•	•
•	•
•	•
•	•
•	•
•	•

Create

Learning objectives:

- ✕ *To be able to use simple decorative techniques.*
- ✕ *That **MATERIAL** can be joined in temporary ways.*
- ✕ *To **measure, pin, cut and join MATERIAL** with some accuracy*

You are now ready to begin making your product.

SPACE FOR PHOTO

Evaluate

Evaluating your design

Learning objective:

- ✕ *To evaluate your own product identifying any strengths and any areas for development against the original specifications*
- ✕ *To identify any changes you would make if you repeated the task.*
- ✕ *With a partner evaluate each other products.*

What would you say are the strengths of your product?

Does your product meet your original criteria? How?

Did you change anything during the making process? What?

What challenged you?

Are you pleased with your finished product? Why?

How could you make it better?

Peer evaluation box

