

# Product Design A Level

## Unit 2

Need to research a major project which would involve the design and making of a product.

You must find a client to work with.

You must find a problem for the product.

If you are still stuck for a project brainstorm 5-8 different ideas. Look at your local community for design ideas, friend or hobbies you may have.

It would be an excellent start if you know these key points and research the topic during the summer. The A'level project is very similar format to your GCSE project but with more depth and detailed work. You must have a mature outlook to the project and view it as if you are a real designer.

## Learning Through Designing and Making is worth 50% of your exam (Major project)

There are 5 key areas to work with:

1 Investigation and Clarification of Problems	8 Marks
2 Development of Design Proposal	24 Marks
3 Making / Modelling	24 Marks
4 Evaluation and Testing	8 Marks
5 Communication and Presentation	8 Marks



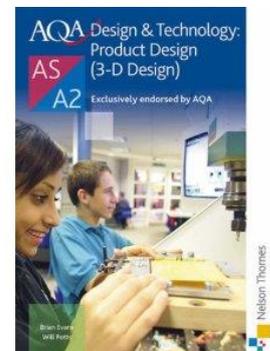
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## Unit 1

Materials, Components and Application is worth 50% and your exam is two hours.

You must get the follow book and start reading Chapter 1,2 and 3

Title	Author(s)	Publisher	ISBN
AQA Design and Technology: Product Design (3-D Design).	Brian Evans & Will Potts.	Nelson Thornes	978-0-7487-8257-4



If unsure speak to Mr Rebello

# Product Design A Level

## It's a 3D world

Think about the objects that you love. Your mobile phone with its delicious curves was designed on a computer screen. The car you yearn for started life as a reduced size clay model. A building that you admire sprang from the drawing board of an architect. And it's not a new phenomenon. Our fascination with 3D design goes back to flint arrow heads and earthenware pots.



As a 3D designer you are at the crossroads of a number of skills. Of course you need creativity, in order to imagine the shape and function of the object. But you'll also need to know about manufacturing processes, materials and marketing.

## Bringing ideas to life

3D Design is an enormously satisfying career. You have an idea and - with the use of tools like clay or computers - it comes to life. Imagine how satisfying it must be for the person who designed the iPhone or Razor to hold the finished product in their hand.

## Your key learning topics

Your A Level studies cover four main topics, and you'll study two of these each year. In *'Materials, components and application'* - you'll look at materials, production processes and the impact of cost and design. In *'Learning through designing and making'* you'll produce some coursework using your own design with a range of materials and media.

In the second year you'll get to grips with *'Design and manufacture'* - helping you to appreciate the relationship between design and technology, or form and function. *'Design and making in practice'* is the practical, coursework part. You'll make an object and record the processes that you went through.

## On your marks ...

Each year you'll get a 2 hour written paper which accounts for 50% of your marks for the year. The other 50% of your marks is based on your coursework and the practical project you've worked on during the year. At the end of the first year you'll reach AS, and A Level at the end of the second year.

## Where will success take me?

3D design could take you into a number of exciting career paths. Of course there's product or automotive design. But what about computer generated cartoons? Or maybe CAD for industry appeals to you more? This course could take you into architecture, teaching, manufacturing, advertising or engineering.

## What skills will I learn?

The D&T Product Design3D will help you develop a number of skills:

- How to assemble data and assess it
- How to investigate facts and use deduction
- How to put over your point of view fluently
- How to work as a team to achieve results
- How to take responsibility for your own learning.

