

Product Design Learning Journey

SIXTH FORM

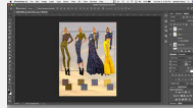
Year 13:
Undertaking a design and make project which will contribute to 50% of overall grade. Exam preparation will support understanding of theory content.

Year 12:
A range of mini projects covering 2D and 3D CAD, materials, design movements, manufacturing, and finishing.

50% Theory:
Core technical principles
Specialist technical principles
Designing and making principles.

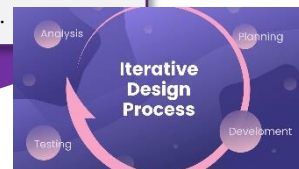
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Band Project:
Take a project Brief and create Band Merchandising using CAD/CAM and working with a variety of materials.



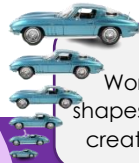
Pavilion Project:
Working from Sketch to CAD, to develop, design and model a 3D structure.

50% NEA:
Work with Brief to iterate a design solution to the problem found.



YEAR 11

Project:
Using CAD software to develop 3D modelling skills while also looking at electronics to create a light box.



Scale Drawing:
Working with simple 2D and 3D shapes, moving onto complex logos, create accurate scaled drawings.



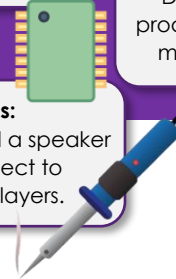
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Pizza Cutter:
Design and model an ergonomic product and use CAD to allow it to be manufactured on the laser cutter.



YEAR 10

Electronics:
Populate and build a speaker circuit to connect to phones/MP3 players.



YEAR 9

Pewter Pendant Casting:
Cast and finish a Metal Pewter Pendant using workshop tool and equipment.

Board Game Design
Research and develop a board game using CAD and CAM software to create product.



YEAR 8

Font and Typography:
Experiment with a FONT page to develop rendering using a variety of techniques.

Lettering

Modern Materials Project :
Shaping materials learning about different adhesives and modern materials, sustainability, packaging.



Drawing Techniques:
Use different drawing techniques to develop skills ready for designing products.



YEAR 7