

## Product Design Study Tasks

Y12 Study Tasks – Autumn Term			Completed
1	2 Point perspective	Draw a 2 point perspective of a street corner Leave construction lines in	
2	Concept modelling	Complete and copy the rendering techniques of objects	
3	Marker rendering	Marker render objects given ie hair dryer, sander	
4	Toothbrush rendering	Photocopy your original work and marker render	
5	Toothbrush rendering	Photocopy your original work and marker render	
6	Toothbrush development	Marker render your development of toothbrushes	
7	Toothbrush development	Marker render your development of toothbrushes	
8	Site analysis	Research site analysis including <b>size (measure this overlay tracing paper)</b> , vegetation, different ideas for site, safety, noise level, distance to transportation, pedestrian safety, lighting in area. <b>Brainstorm other considerations</b>	
9	Materials	<b>Research Materials</b> –interior and exterior, are they lightweight, suitable for indoor/outdoor, renewable?	
10	Sustainability	<b>Sustainability</b> –what different types are you able to use and why. Set up costs, installation?	
11	Ergonomics and anthropometrics	<b>Ergonomics and anthropometrics</b> – door heights, window sizes with photos, people using doors and handles etc... <b>Brainstorm other considerations</b>	
12	Legislation	<b>Standards</b> – planning permission, building regulations, H&S etc....	

Spring Term			
1	Existing Products	<b>Analysis of existing commercial products</b> – look at different styles of houses and design movements indicated by your client ( <b>Form and function, historical and cultural influences</b> ) and materials and manufacturing processes. <b>Brainstorm other considerations</b>	
2	Existing products	Research the work of others.  <b>Analyse</b> designs and prototypes made by others and <b>make connections</b> between elements of the design - break down or deconstruct prototype designs of others with reasoned consideration and investigation of a range of factors including materials and/or components, processes, techniques, aesthetics and contextual/historical influences. Showing the ways in which elements and aspects of designs are related and work together as part of the overall design.	
3	How to build a house	User centred design – Designing and building a house - How to build a house. planning permission, plumbing, draining, insulation etc.... <b>Brainstorm other considerations</b> take into account the investigation of the design possibility, design context, and the needs and wants of the user/client	
4	Levels of production and life cycle assessment	<b>Levels of production</b> and potential methods to improve the sustainability of the prototype across its life cycle	
5	Other areas from mind map	Research every area from the mind map and include this in the research	
6	Specification and Brief	Write a specification and brief. Make sure the specification is written in bullet points Justify all the decisions made using so that or because	
7	Concept ideas	Start the iterative cycle and draw sketches with brief notes on what you can include	
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10	Initial ideas	<p>Trace/sketch ideas of:</p> <ol style="list-style-type: none"> <li>1. A house – trace one and change some features. Trace some ideas of windows, doors, roofing etc...</li> <li>2. Furniture – interior and exterior</li> <li>3. A garden design - (Trace) with shrubbery, plant pots, pools, ponds, lighting, decking, pavements, fencing etc....</li> <li>4. Floor plan – draw by hand of house and garden</li> <li>5. Sustainability – trace examples of what your client wanted e.g solar, wind etc....</li> </ol>	
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<b>Summer Term</b>			
<b>1</b>	<b>Review of initial ideas</b>	Analyse all three of your designs and interview your client. The response from your client is important in trying to make changes to your designs and which ones to move forward. Write a detailed evaluation of this too.	
<b>2</b>	<b>Development of ideas</b>	Use the iterative process. Draw a design, then model, then get client feedback, then model the changes again, then get client feedback again. Continue to do the review/model/evaluate on all aspects of your design – <b>start with a card model of the house.</b>	
<b>3</b>	<b>Development of ideas</b>	Use the iterative process. Draw a design, then model, then get client feedback, then model the changes again, then get client feedback again. Continue to do the review/model/evaluate on all aspects of your design – <b>now try to remodel the house in card as a result of your clients view</b>	
<b>4</b>	<b>Development of ideas</b>	Use the iterative process. Draw a design, then model, then get client feedback, then model the changes again, then get client feedback again. Continue to do the review/model/evaluate on all aspects of your design – <b>start to model other aspects of your house i.e a balcony or a swimming pool.</b>	
<b>5</b>	<b>Development of ideas</b>	Use the iterative process. Draw a design, then model, then get client feedback, then model the changes again, then get client feedback again. Continue to do the review/model/evaluate on all aspects of your design – <b>Continue to model sub systems</b>	
<b>6</b>	<b>Exam preparation</b>	Use the revision list provided and revise content. Make sure you use the exam technique	
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9	Development of ideas	Use the iterative process. Draw a design, then model, then get client feedback, then model the changes again, then get client feedback again. Continue to do the review/model/evaluate on all aspects of your design – <b>Continue to model and review</b>	
End of Academic year			