

# **PRODUCT DESIGN**

## STAFF

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#### SUPPORT

In Design and Technology, we work closely with our students to help them reach their full potential. As a member of our A Level course. you are welcome to use our equipment and facilities whenever a member of staff is present.

#### INTRODUCTION

Our lives are shaped by the products that we use on a daily basis. From mobile phones to motorcars, every product has been designed to fulfill a specific set of needs. It is the responsibility of designers and engineers to ensure that these products enhance our lives through the creation of safe and sustainable solutions to real world problems. On this course, you will study the theory behind design and develop the skills required to design and make innovative products in response to social, environmental and economic issues.

#### WHAT TO BRING TO YOUR FIRST LESSON

Please bring a black pen, an HB pencil and your enthusiasm for creativity. Product Design is a highly creative subject and over the course of the year you will develop your own personal style and systems in communicating your design ideas. The department boasts a wide range of new and traditional tools and machinery for you to use throughout the course, and our specialist, experienced and highly qualified staff are on hand to help you make exciting progress through experimental exploration.

## CLASSWORK, HOMEWORK AND INDEPENDENT STUDY

The A Level Product Design curriculum is split into two core frameworks: Design Theory and Project Based Learning (PBL). Our theory lessons provide students with the knowledge, concepts and mental models required to think deeply as designers. We cover topics such as: Identifying Requirements, The Work of Others, The Wider





Implications of Design, Design and Communication, Materials Selection, Material Processes, Technical Understanding, Viability of Design Solutions and Health and Safety. Our Project Based Learning enables learners the environment to develop thoughtful and tangible solutions in response to exciting design briefs. All projects follow an iterative design process through a cycle of "Create, Make and Evaluate" to continually refine and improve ideas, before reaching a well-established final design. Our A Level students benefit from having priority access to our resources and facilities to complete independent study outside of scheduled lesson times.

A Level Product Design builds seamlessly upon the learning acquired through the Design and Technology GCSE. A good starting point when preparing for the course is to look back through your GCSE coursework and highlight your strengths and areas of development to discuss with your new class teacher.

#### RESOURCES

Our students are provided with comprehensive project guides and exemplary materials that enable them to understand the key expectations of the course. We recommend a wide range of further independent reading resources and materials related to the design industry, which help to develop an awareness of current trends, processes and techniques in the professional creative industries. Students are provided with a copy of the OCR Design and Technology textbook at the start of the course, and we host a range of video tutorials that teach key design skills on our dedicated YouTube channel (search for HGSDT). We also encourage students to practice sketching and presentation techniques in preparation for A Level study.

We encourage all learners to fully immerse themselves within the subject outside of the classroom. When looking at the products around you, try asking yourself the following questions; What is it made from? How was it make? How has it been designed to be ergonomically comfortable? This level of curiosity and passion for design has helped many of our students achieve placements to first choice universities and apprenticeships leading on to exciting careers within the creative industries.