

Design & Technology - Product Design

Year 9

Topic: Learning about designers and design movements

Task overview: Investigate a product designer or design movement and then design a product in the style of your chosen designer/design movement.

Name:



DT group:

Tutor group:

Target level:

Deadline:

Week	Task	Success Criteria		Suggestions & Resources	Feedback
1 & 2	Research a designer or design movement	Mastering	Detailed research with thorough analysis identifying the style of the designer/design movement	Suggested designers (product, graphic or architects): Ron Arad, Zaha Hadid, Philippe Starck, James Dyson, Frank Lloyd Wright, Alessi, Robert Sabuda, Antonio Gaudi, Jonathan Ive, Jasper Morrison, Frank Gehy, Calvert & Kinneir Suggested design movements: Arts and Crafts, Art Nouveau, Art Deco, Bauhaus, Streamline, Modernism www.snap2objects.com/2009/05/70-designers-that-shaped-the-world Google industrial designers	
	Produce evidence of the research		Detailed research with analysis identifying the style of the designer/design movement		
	Analyse your findings <i>What have you discovered and where did you discover it?</i> <i>List key facts and collect images of their work.</i> <i>How would you recognise their style?</i>	Developing	Research with some analysis and a summary of the style with examples of key features		
	<i>Why did you chose this particular designer/design movement?</i>	Launching	Simple research with little or no analysis, basic summary of the style		
3	Designing a product in the style of the designer/design movement	Mastering	Design ideas show creativity and flair and are sympathetic to the style of the designer/design movement. Annotation shows a high level of	Try to sketch a range of ideas and in 3D Annotate ideas to explain them and show how they reflect the designer/design movement	
	Sketch at least 3 different ideas for a product		Secure		
	Annotate your designs <i>What are the key features?</i> <i>How does it reflect the style of the designer/design movement?</i>	Developing	At least three design ideas sketched reflecting the style of the chosen designer/design movement with annotation		
	<i>How will the product be used?</i> <i>Identify good/bad aspects of the designs.</i>	Launching	Several design ideas reflecting the style of the chosen designer/design movement with basic annotation		

Week	Task	Success Criteria		Suggestions & Resources	Feedback
4	Presentation of final design idea Draw your final design, colour and annotate <i>Draw the product from several views.</i> <i>Could include plans, cross-sections, step by step instructions of how to use the product, exploded views, 3D views and 2D views</i>	Mastering	A professional looking range of high quality final design drawings in 3D and 2D complete with detailed annotation*	Present your final design as a poster or a power point Use isometric paper to create 3D sketches * produced ready to be presented to a potential client	
		Secure	A range of high quality final design drawings in 3D and 2D complete with detailed annotation		
		Developing	Final design neatly and clearly presented in 3D with colour and annotation		
		Launching	Final design presented with colour and labels		
Ext	Model your product Either model your product using card and other graphic modelling materials Or Model your product using 'google sketch up'	Mastering	A highly complex model made of the final design demonstrating a high level of skill and attention to detail	Recycle your household packaging for card, etc. (James Dyson does this a lot!) Video to help you get started with google sketchup: http://www.youtube.com/watch?v=gsfH_cyXa1o	
		Secure	A complex model made of the final design showing a high level of skills and finishing details		
		Developing	A detailed model made of the final design, finished to a good standard		
		Launching	A simple model made of the final design with a suitable finish		

What my parents think about my work:

What I think about my work:

What my teacher thinks about my work:

Level: