

GCSE 3D Product Design

Year 10	Autumn Term 1	Autumn Term 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Topics Studied in AQA GCSE Art and Design: 3D Product Design</p>	<p>The House: kitchen product of a chopping board Students undertake a range of focused practical activities to ensure basic workshop skills are correct (notably with Covid impact during their KS3). By making a small mobile phone holder from a single piece of materials students focus on their measuring, marking cutting and finishing skills. Students develop their existing drawing skills whilst learning the skill of design rendering. Students showcase their skills to design, draw, make and present a bamboo chopping board.</p>	<p>The House: acrylic outcome Students conduct investigations (including researching and analysis) ensuring they have a clear understanding of technological and design processes. Using this research, students design projects using iterative design techniques including CAD. Students refine existing drawing skills whilst learning the skill of designing in the style of a selected designer, extending both rendering and presentation skills from project 1. Students showcase their skills by designing and presenting work to be laser cut.</p>	<p>Component 1: The House Illuminate/Play/Store Students begin their major task within their personal project, selecting from three titles. Student will begin to investigate the situation and collect appropriate research on designers and products to analyse and create their own design specifications.</p>	<p>Component 1: The House Illuminate/Play/Store Students move into the designing of ideas and their development through the experiment section of their personal project. Students develop a range of ideas using hand drawings, CAD and card modelling until a final solution is realised.</p>		
<p>Skills and Key Knowledge Taught</p>	<p>Practical Making skills: - Measuring -Marking out -Shaping -Cutting -Finishing Design Skills: -Isometric Drawing</p>	<p>Investigating: -Design Brief -Designers -Design eras Product Analysis Design and Development: -Drawing in the style of -Card modelling</p>	<p>Using modelled work from the first term -Analyse starting points -Research specific topics (from own analysis)</p>	<p>Design: -Speed Sketching -Idea refinement -Experimentation -Prototyping -CAD</p>	<p>Presentation: -Selecting and using techniques in order to present work in an appropriate and creative manner</p>	

	-Rendering in pencil Presentation skills: -Layout -Computer functions	-CAD/CAM			
Links for Support/ Help at Home	<p>Use of student resources located within WHS SharePoint for students</p> <p>Building upon interests that form throughout the topics studied by practising more at home</p> <p>Completion of home learning activities</p> <p>Gallery Visits/Attend artist workshops including Virtual Gallery visits</p> <p>Practising the skills developed in school</p> <p>Practising the skills developed in 2D and 3D drawing skills</p> <p>Use of YouTube tutorials for further practice on skills covered: Product Tank and Isosketch</p> <p>Participation within national competitions promoted by the Technology Department alongside School-based competitions via social media/Posters</p> <p>Participating in enrichment opportunities and clubs (in school and out of school)</p>				

Year 11	Autumn Term 1	Autumn Term 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics Studied in AQA GCSE Art and Design: 3D Product	Component 1 Personal Project Play/Work/ Illuminate Students develop and use a range of skills to communicate and develop ideas until a final solution has been created.	Component 1 Personal Project Play/Work/ Illuminate Students begin to make their personal response to the original starting point. Developing their concept in a range of materials using both CAD/CAM/workshop skills.	External Assessment Students work independently to complete a body of work to be submitted with their externally assessed assignment. Students continue to make their personal response to the original starting point.	External Assessment A focus on the 10-hour piece: externally assessed assignment.	Final Assessment for Personal Project Showcase of work.	GCSE Completion
Skills and Key Knowledge Taught	Drawing to: - Communicate ideas -Create prototypes	Component Drawing: -Marking out -Measuring -Cutting -Shaping	Using their knowledge and understanding of key skills and concepts students will address	Using their knowledge and understanding of key skills and concepts students will address all 4 assessment objectives	Using their knowledge and understanding of key skills and concepts students will address all 4 assessment	All Component 2 Work Presented for Final Assessment.

	-CAD developments -Show refinement of ideas	-Finishing -Assembly	all 4 assessment objectives	as per previous projects. This will culminate in a 10-hour controlled assessment in the DT Department.	objectives as per previous projects. This will culminate in a 10-hour controlled assessment in the DT department	
Links for Support/ Help at Home	<p>Use of student resources located within WHS SharePoint for students</p> <p>Building upon interests that form throughout the topics studied by practising more at home</p> <p>Completion of home learning activities</p> <p>Gallery Visits/Attend artist workshops</p> <p>Practising the skills developed in 2D and 3D design: Product Tank / Iso Sketch / Acron School</p> <p>Use of YouTube tutorials for further practice on skills covered</p> <p>Participation within national competitions promoted by the Technology Department alongside School-based competitions via social media/Posters</p> <p>Participating in enrichment opportunities and clubs (in school and out of school)</p>					