Subject	Product Design A Level
Context	A well-known designer outlet that promotes and sells examples of 20th century designer home products requires a new low-cost product to illustrate and promote "20th century product design". To start should investigate their website http://www.thehomeonline.co.uk/ and their products.
	In turn this will help with the rest of the Bridging Tasks below, where you will research, design, model and prototype a new, innovative product using the inspiration of a chosen designer and/or design movement.
Securing	So that you have a greater understanding of 20th century design. From the list below you should investigate at least ONE Designer AND at least ONE Design Movement.
	Your research should include approximately 1000 words and a range of images to help support your text
	Designers Design Movements ● Philippe Starck ● Arts and craft movement ● James Dyson ● Art Deco ● Dieter Rams ● Modernism, eg. Bauhaus ● Charles and Ray Eames ● Post modernism, eg. ● Marianne Brandt. Memphis. WATCH the 'Design era talks'. Then try the quiz to find out which designer your design thinking is similar to. http://www2.open.ac.uk/openlearn/design nutshell/
Processing	Design Brief: You are to produce a physical model/prototype as part of this task using card or other materials. Check out this video on developing your design with modelling: https://youtu.be/4RGfnBlaHIQ
	 The proposal must slot together and not require any glue or specific tools. Sold in a flat pack form and assembled by the consumer. You can base your design on the style of a designer or design movement you have researched earlier (although do not copy their work exactly).
	To support the prototype product, you are to produce the following design sheets to show your ability to communicate ideas.

A minimum of <u>3</u> A3 sheets to communicate your *Designing* and *Development* of original idea(s). A maximum of <u>3 prototype models</u> and <u>1 final manufactured prototype</u> using card/cardboard or other materials.

- Write a detailed Specification for your product.
- Produce a wide range of initial ideas and developments of a final concept. You will need to demonstrate your presentation skills using 2D, 3D sketching and rendering and or 2D/3D CAD. Orthographic/Perspective/ Detail/ Exploded drawing techniques.
- Produce Modelling and prototyping

Discuss Evaluations of your proposed design ideas and prototype. This should also include reference to future development and can take place throughout the whole process.

Exploring

Challenge readings

www.tribu-design.com/en/

Websites for further reading/research.

www.vam.ac.uk

www.designmuseum.org

www.designcouncil.org.uk

www.technologystudent.com

WATCH

- Netflix: Abstract: The Art of Design S1 and S2
- Amazon Prime / Apple TV: Salvage Hunters Design Classics

VISIT

RedBrick Mill

Reviewing

Reflect on what you have learned through this work by doing the following:

- Note down 5 new things that you found most interesting
- What did you find most challenging and what did you feel most confident with?
- Write down 3 questions that you would like to ask your teacher about the topic area(s) that you have been introduced to