

Subject	Product Design A Level		
Context	<p>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”.</p> <p>To start should investigate their website http://www.thehomeonline.co.uk/ and their products.</p> <p>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.</p>		
Securing	<p>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.</p> <p>Your research should include approximately 1000 words and a range of images to help support your text</p> <table border="0" data-bbox="395 902 1326 1133"> <tr> <td data-bbox="395 902 895 1133"> <p><u>Designers</u></p> <ul style="list-style-type: none"> • Philippe Starck • James Dyson • Dieter Rams • Charles and Ray Eames • Marianne Brandt. </td> <td data-bbox="903 902 1326 1133"> <p><u>Design Movements</u></p> <ul style="list-style-type: none"> • Arts and craft movement • Art Deco • Modernism, eg. Bauhaus • Post modernism, eg. Memphis. </td> </tr> </table> <p><u>WATCH</u> 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/</p>	<p><u>Designers</u></p> <ul style="list-style-type: none"> • Philippe Starck • James Dyson • Dieter Rams • Charles and Ray Eames • Marianne Brandt. 	<p><u>Design Movements</u></p> <ul style="list-style-type: none"> • Arts and craft movement • Art Deco • Modernism, eg. Bauhaus • Post modernism, eg. Memphis.
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Processing	<p>Design Brief:</p> <p>You are to produce a physical model/prototype as part of this task using card or other materials.</p> <p>Check out this video on developing your design with modelling: https://youtu.be/4RGfnBlaHIQ</p> <ul style="list-style-type: none"> • <i>The proposal must slot together and not require any glue or specific tools.</i> • <i>Sold in a flat pack form and assembled by the consumer.</i> • <i>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).</i> <p>To support the prototype product, you are to produce the following design sheets to show your ability to communicate ideas.</p> <p>A minimum of 3 A3 sheets to communicate your <i>Designing</i> and <i>Development</i> of original idea(s). A maximum of 3 <u>prototype models</u> and 1 <u>final manufactured prototype</u> using card/cardboard or other materials.</p>		

	<ul style="list-style-type: none"> • 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 <p>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.</p>
Exploring	<p><u>Challenge readings</u> www.tribu-design.com/en/ <u>Websites for further reading/research.</u> www.vam.ac.uk www.designmuseum.org www.designcouncil.org.uk www.technologystudent.com <u>WATCH</u></p> <ul style="list-style-type: none"> • Netflix: Abstract: The Art of Design S1 and S2 • Amazon Prime / Apple TV: Salvage Hunters Design Classics <p><u>VISIT</u> RedBrick Mill</p>
Reviewing	<p>Reflect on what you have learned through this work by doing the following:</p> <ul style="list-style-type: none"> • 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