

PRIOR LEARNING

- PROJECT SKILLS IN YEAR 10
- DRAWING SKILLS IN YR10
- PRACTICAL SKILLS IN YEAR 10
- TRIAL NEA

FUTURE LEARNING

- A LEVEL IN PRODUCT DESIGN
- UNIVERSITY COURSES EG PRODUCT DESIGN, ENGINEERING ETC
- APPRENTICESHIPS
- CAREERS

DESIGN & TECHNOLOGY: GCSE NEA



A01- IDENTIFY & INVESTIGATE DESIGN POSSIBILITIES

- ☐ Introduction
- ☐ Disassembly
- ☐ Client interview
 - ☐ Site visit
 - ☐ Measuring products
 - ☐ Mood board
 - ☐ Existing products



A01- DESIGN BRIEF & SPECIFICATION

- ☐ Design brief
- ☐ Specification



A02- GENERATING DESIGN POSSIBILITIES

- ☐ Initial designs eg scruffiti, jack straws, inspirational images
- ☐ Refined designs
- ☐ Client feedback
- ☐ Review of designs



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A03- ANALYSE & EVALUATE

- ☐ Investigation summary
- ☐ Design idea review
- ☐ Testing in developments
- ☐ Testing of final prototype
- ☐ Critical analysis of final prototype
- ☐ Spec review of final prototype
- ☐ Modifications/ improvements for the final prototype



A02- DEVELOPING OF DESIGN PROTOTYPES

- ☐ Material and process justification
- ☐ Final prototype
- ☐ Diary of making



A02- DEVELOPMENT OF DESIGN PROPOSALS

- ☐ Client feedback- throughout
- ☐ Design strategy
- ☐ Developments
- ☐ Modelling
- ☐ Testing
- ☐ Further investigations
- ☐ Manufacturing specification
- ☐ Production plan



CROSS CURRICULAR LINKS:

- SCIENCE OF MATERIALS
- SUSTAINABILITY IN GEOGRAPHY
- COSTS FROM ECONOMICS & BUSINESS

TOOLS, EQUIPMENT & PROCESSES

- HAND TOOLS
- 2D DESIGN
- SOLIDWORKS
- LASER CUTTER
- 3D PRINTER
- POWER TOOLS
- WOOD LATHE

CAREER LINKS, INDEPENDENT STUDY IDEAS

- PRACTISE SOLIDWORKS
- PRACTISE PHOTOSHOP
- PRACTISE PRACTICAL SKILLS
- USE LUNCHTIMES TO WORK ON NEA
- ENGINEERING, PRODUCT DESIGN ETC



NEA PAGE	WHAT TO INCLUDE	NEA PAGE	WHAT TO INCLUDE
INTRODUCTION	A task analysis exploring all the possibilities linked to the client, identify which area you will focus on and why.	REVIEW DESIGNS	Check your ideas against your specification. Give them a score, say what you might need to change. Feedback from client.
CLIENT INTERVIEW	Interview with your client, identifying the wants and needs that link with the context.	DESIGN STRATEGY	Identify which design you intend to develop, what you need to work out in order to make your prototype eg materials, processes, finishes etc.
PRODUCT ANALYSIS	Look at existing products on the market, similar to what you intend to design and make. Analyse using ACCESS FM, identify what you could use in your work.	DEVELOPMENTS	Further investigation, sketch, model, test and use CAD to help work out how to make your prototype. Make any improvements needed. Document all your decisions.
SITE VISIT	Visit the proposed site, if appropriate. Photos and sizes that are relevant. Identify what restrictions you might have.	MANUFACTURE SPECIFICATION	The final design to give a third party enough information to make your prototype. This should include a measured drawing, plan of making, material & process justification, parts list, review using the specification and client feedback.
INVESTIGATION SUMMARY	Sum up what you have found out from your investigations. How is it useful to you? How will it move your project forward?	FINAL PROTOTYPE	Practical evidence of your final prototype. This can be to scale, doesn't have to function or be the correct materials.
DESIGN BRIEF	Clearly say what you plan to design and make, linking to your clients wants & needs and the context.	DIARY OF MAKING	This documents your making process and should identify health & safety, quality control, materials, equipment & processes used. If you make changes, make this clear.
DESIGN SPECIFICATION	List of success criteria, using ACCESS FM headings. These should be justified with reference to your investigations so far.	FINAL EVALUATION	Check your prototype against your design specification, test with the client, get an expert opinion. Suggest areas that could be further improved, based on this feedback.
INITIAL SKETCHES	Your first thoughts of ideas, these could be thumbnails with client, using scruffiti/ jack straws, inspirational images etc. These could be parts of the idea, not the whole thing.		
REFINED DESIGNS	These are more formal designs, annotated to show how they match the design specification. Client feedback is useful here.		