



DESIGN & TECHNOLOGY

ART & DESIGN – 3D DESIGN (PRODUCT DESIGN)

Scheme of Work Lesson Outline

YEAR	AUTUMN	SPRING	SUMMER
10 2019/20	<p>A</p> <p>Module 1 CREATING A PORTFOLIO <i>The move to independent learning</i> Looking at examples Gathering evidence from the previous year's modules and presenting as a final record for assessment How to succeed on this course Assessment criteria</p> <p>Module 2 DRAWING TECHNIQUES Sketching and annotation Exploded drawings Isometric 2-point perspective</p> <p>Module 3 INVESTIGATING A DESIGNER Recording the work of an artist, craftsperson or designer whose work they find inspirational</p>	<p>A</p> <p>Module 6 PREPARING FOR COMPONENT 2 Non-exam assessment (NEA) Brief released by AQA Analysis of the context Researching the work of others</p> <p>Module 7 INVESTIGATING DESIGNERS Recording the work others in response to the context and brief Sketching and annotation 3D modelling Record of experimentation Developing the 3D product Testing and Trialing</p> <p>Module 8 CAD/CAM EXPERIMENTATION Using 2D Design Using the laser cutter</p>	<p>A</p> <p>Module 12 CREATING FINAL PORTFOLIO COMPONENT 2 Gathering evidence from the NEA and presenting as a final record for assessment Identifying areas for improvement</p> <p>Module 13 CREATING FINAL PORTFOLIO COMPONENT 1 Gathering evidence from the previous modules and presenting as a final record for assessment of sustained project and supporting evidence Plugging gaps with additional evidence</p> <p>TEACHER MARKS SUBMITTED</p>
	<p>B</p> <p>Module 4 PRODUCT CONSTRUCTION Revisiting and earlier project: box, lighting or Y9 mock exam piece and taking it further using Module 3 Investigation. Sketching and annotation 3D modelling Record of experimentation Manufacturing Diary Will form the evidence for "sustained project"</p> <p>Module 5 (optional addition) INVESTIGATING A BRAND Looking at the work of a brand. Nike, JCB, Apple, SEGA, etc Mood boards and sketching techniques used to present Design an unrelated product item based on the "style" of the brand</p>	<p>B</p> <p>Module 9 PREPARING RESOURCES Final idea presentation Cutting and shaping materials Creating any 2D files Manufacturing Diary</p> <p>Module 10 PRACTICAL EXAM 10-hour practical Creation of response to brief Sanding and finishing Applying a finish Final assembly Manufacturing Diary</p> <p>Module 11 EVALUATING THE PRODUCT Photographic record Gathering feedback from users Testing and Trialing Suggesting modifications</p>	<p>B</p>