



Product Creation

Curriculum Links:

Design:

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make:

- Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate:

- Investigate and analyse a range of existing products
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Understand how key events and individuals in design and technology have helped shape the world



Key Skills:

- Carry out research (eg surveys, questionnaires, interviews) to design a product with an intended purpose and indicate the features which appeal to the target audience
- Create a simple design specification to support thinking
- Use annotated sketches, cross-sectional drawings, exploded diagrams, prototypes etc to develop and communicate ideas
- Select appropriate tools, materials and components
- Accurately measure, mark, cut and shape materials.
- Assemble materials using appropriately joining techniques
- Identify strengths and areas for development considering the views of others and the intended user
- Investigate and analyse existing products, considering: materials, purpose, price, sustainability, impact and construction methods used

Possible experiences:

- Make links to Egyptians eg. death masks
- Enterprise projects
- Marble runs, photo frames, pen pots etc

We should already know:

- How to create a design criteria and produce designs which meet these requirements
- How to select and use suitable tools and equipment
- Assemble, combine and join materials using a range of techniques
- How to use evaluate and make improvements

Key Vocabulary

Aesthetic	Relates to the enjoyment of beauty
Finish	The condition of the surface of a material
Prototype	The first example of something from which all later products are developed
Reinforce	To make something stronger
Quality	The standard of a product