

Year 13 Bridging Tasks



Product Design

Please complete one line from the task list below. All Year 12 students must complete the middle task as part of their line:

<p>Anton Ruckman is a <i>Multidisciplinary Designer</i> who has launched video tutorials to teach you all the basics you need to know to become an elegant and skilled design sketcher. https://antonruckman.myportfolio.com/story Each week follow Anton's 'Beginners' tutorials and recreate his samples in a sketchbook/notebook of your own.</p>	<p>Mind map as many ideas as you can related to 3 possible problems, highlight some of the main most promising problems... Identify possible design briefs</p>	<p>Complete observations that recognise the problems, the nature, and who this relates to. Fully identify your target client, there needs, wants and values.</p>
<p>Complete the maths tasks:</p> <ul style="list-style-type: none"> Homework sheet "maths exam" and mark it using the marking criteria – identify what you need help with. Complete and mark the end of unit test for maths (this will be given out on Monday 13th July) 		<p>Complete the A level mock and then mark it using the marking criteria in green pen – what do you need to revise? Ensure you write a list to help you tell me when you return.</p>
<p>Listen to these... 50 things that made the modern economy. Series of podcasts about all sorts of products that have changed the way we live; some surprising choices. https://www.bbc.co.uk/programmes/b08k9pv0 30 animals that made us smarter Series of podcasts about how studying animals and biomimicry has helped humans develop new products. https://www.bbc.co.uk/programmes/w13xttw7/episodes/downloads</p>	<p>Watch these: First Secret of Good Design – TED talk https://www.youtube.com/watch?v=9uOMe-ctkCCs Biomimicry Design – TED talk https://www.youtube.com/watch?v=k_GFq12w5WU Design in a nutshell Design era talks plus try the quiz to find out which designer your design thinking is similar to. http://www2.open.ac.uk/openlearn/design_nutshell/</p>	<p>Find a company or designer that has produced something similar to your product or in the same field. Present analysis of existing products, disassemble a product.</p> <p>Ensure you finish additional research and evaluate what you have learn from it.</p> <p>Complete a final design brief and specification.</p>

Suggested resource list:

Design Week Magazine Online <https://www.designweek.co.uk/>

Make Magazine Online <https://makezine.com/tag/uk/>

Science Focus online – links to materials and technology developments. <https://www.sciencefocus.com/>

Other useful books:

Materials for Design Chris Lefteri ISBN978-1-78067-344-8

Making IT Manufacturing Techniques for PD Chris Lefteri ISBN 978-1-85669-749-1

The Pocket Universal Principles of Design: William Liddell ISBN: 978-1631590405

The Pocket Universal Methods of Design: Hannington & Martin ISBN: 978-1631593741

Wider Reading:

Full A Level Textbook – expensive and not directly for our specification but could be a useful resource.

https://www.amazon.co.uk/AQA-AS-Level-Design-Technology/dp/1510414088/ref=sr_1_1?crid=2YQHELNJ1Z7CC&dchild=1&keywords=design+and+technology+a+level&qid=15861

Revision Guide – cheaper than the full textbook but succinct and to the point support.

https://www.amazon.co.uk/My-Revision-Notes-Technology-Product-ebook/dp/B07FCX7SH8/ref=pd_sbsd_14_1/259-9388548-9027630?encoding=UTF8&pd_rd_i=B07FCX7SH8&pd_rd_r=8b0058ff-76bd-460f-bbb0-e20bcd53e83b&pd_rd_w=DsfNU&pd_rd_wg=0tqKx&pf_rd_p=6325e962-1fe3-4877-92b0-6ec523db95c5&pf_rd_r=KQB9A4B2NTV10JSA5NTJ&psc=1&refRID=KQB9A4B2NTV10JSA5NTJ

Maths for D&T A Level – Support for the Maths content.

https://www.amazon.co.uk/Essential-Maths-Skills-Design-Technology/dp/1510417060/ref=sr_1_4?crid=2YQHELNJ1Z7CC&dchild=1&keywords=design+and+technology+a+level&qid=1586177928&srefix=design+and+technology+%2Caps%2C155&sr=8-4