

THE PRIORY ACADEMY

LSST

Transition work for
A Level Product Design



Tasks for completion before September

Task 1.

- You have been asked to design a small table lamp. The form of the lamp must be influenced by the style and work of one of the designers in the list below.

• **Designers to choose from:** *Philippe Starck, James Dyson, Margaret Calvert, Dieter Rams, Charles and Ray Eames, Marc Newson, Marianne Brandt*

- Task 1. Produce 2-3 design sheet showing a range of developmental sketches with annotation leading to a final design for your lamp. Include where possible reference to the processes that you would use in it's realisation. You must limit the use of CNC/ CAD/3D printing to approximately 30% of your final design utilising general workshop processes for the remainder of the build.

•** you do not need to specify the actual light or power source used.**



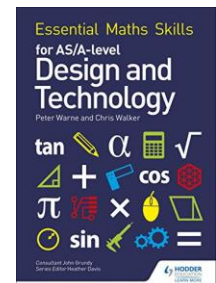
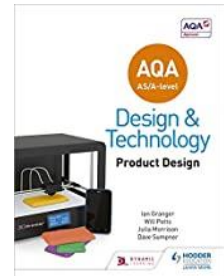
Task 2

- Considering anthropometrics and ergonomics, analyse and evaluate how the layout of the car dashboard shown below has been designed for ease of use. (500 words max)



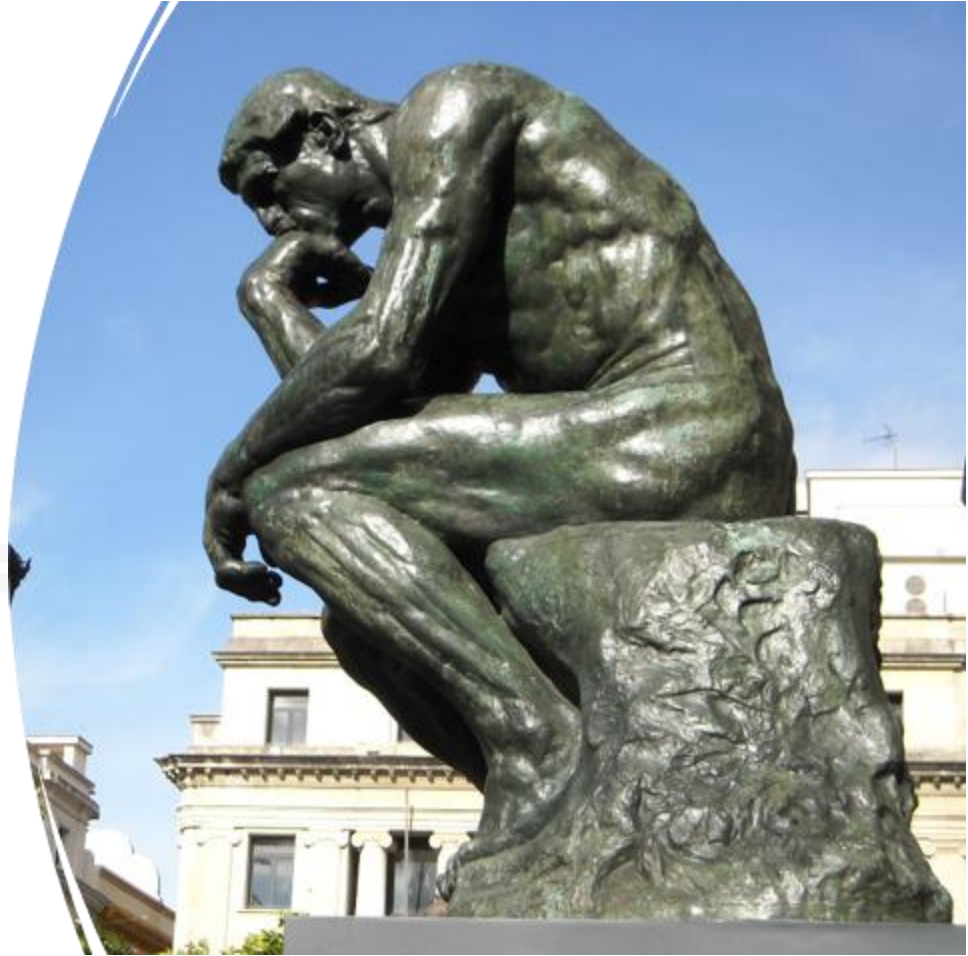
Course related textbooks

- Full A Level Textbook – expensive, but could be a very useful resource.
- https://www.amazon.co.uk/AQA-AS-Level-Design-Technology/dp/1510414088/ref=sr_1_1?crid=2YQHELNJ1Z7CC&dchild=1&keyword=s=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
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- Maths for D&T A Level – Support for the Maths content. Very useful if you aren't confident (lots of maths in examination)
- https://www.amazon.co.uk/Essential-Maths-Skills-Design-Technology/dp/1510417060/ref=sr_1_4?crid=2YQHELNJ1Z7CC&dchild=1&keyword=s=design+and+technology+a+level&qid=1586177928&sprefix=design+and+technology+%2Caps%2C155&sr=8-4



Optional Tasks to make you think?

On the next slides you'll find a host of activities that will expand your knowledge of Product Design in the real world and help to prepare you for the course.....



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Watch these.

Rams; principles of good design Vimeo

https://vimeo.com/304626830?fbclid=IwAR0F_pw_FKbVLDPKireqhpqXs1N1U8xE0lvmzGFxNaGUEEjlgKqUb9SaAVg

First Secret of Good Design – TED talk

<https://www.youtube.com/watch?v=9uOMectkCCs>

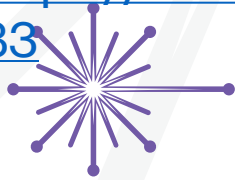
Biomimicry Design – TED talk

https://www.youtube.com/watch?v=k_GFq12w5WU

Abstract: The Art of Design - Netflix

<https://www.netflix.com/gb/title/800578>

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How to Make – New Series BBC 4

Thursdays BBC Four 8PM or catch up on iplayer.

<https://www.bbc.co.uk/programmes/m000gwzg>

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Soup cans and superstars BBC iplayer.

Pop Art and its influence on the wider world.

<https://www.bbc.co.uk/programmes/b067ftp7>

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Bauhaus 100 BBC iplayer

The story of the design school and its influence on the world.

<https://www.bbc.co.uk/iplayer/episode/m0007trf/bauhaus-100>

The Secret Genius of Modern Life BBC iplayer

<https://www.bbc.co.uk/programmes/m001f1tg/episodes/player>

How It's Made You Tube (or lots of digital Tv channels)

<https://www.bbc.co.uk/programmes/m001f1tg/episodes/player>

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>



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