

## GCSE Product Design

### Course Specifications

**Course Title:** Three Dimensional design (Art & Design)

**Exam Board:** EDUCAS

**Link to specification:**

<https://www.eduqas.co.uk/umbraco/surface/blobstorage/download?nodeId=10996>

**Grading:** 1-9

### Course Details

#### What will you learn?

##### Year 10

Three Dimensional Design provides a broad and rich creative experience through designing, prototyping, modelling or making of primarily functional and aesthetic consumer products, objects, and environments. Three-dimensional design work will more usually involve more individualised problem solving. Students will gain manipulative skills and an understanding of manufacturing through appropriate use of tools and materials.

##### Autumn

##### **Skills unit:**

Students will gain an experience of working with a range of materials and processes, build on their drawing ability and skillfully develop their ideas to make a product safely in a DT workshop. Topics include:

- Designer research
- Card Modelling
- Computer Aided designing
- Engraving in wood
- Orthographic drawing, Isometric drawing
- Bending wood, bending Plastic
- Joints in wood, Connections in plastic
- Vacuum Forming
- Making Groove using Chisel
- Soldering Technique

##### Spring 1

Students will design and make a Desk Clock. Students will work on to apply their knowledge, skillset and techniques learnt to create

- Analysing Products
- Drawing Initial design Ideas

- Making a desk Clock
- Evaluating the desk clock

### **Spring 2 & Summer**

Students will begin their first coursework (Personal investigation). They will be guided to choose a suitable project theme that has enough depth and personal interest to sustain the project. This unit will begin at Spring half term and continue until the end of the winter term in year 11 and is worth 60% of their total GCSE grade.

Students will start by researching their theme, drawing from primary and secondary resources, researching relevant designers/art movements and experimenting with a range of media and processes which are relevant to their individual themes.

## **Year 11**

### **Autumn**

#### **Component 1- Personal Investigation**

students will continue to work on their first coursework (personal investigation). Students will be working independently with guidance from the teacher including workshops on techniques. Students will work on design ideas and design development, testing, modelling and prototyping and sample development, leading to a final design idea for a final outcome that is relevant and suitable to their chosen theme and project aims.

Students will make a final outcome over an extended period of time (roughly 10 hours)

This project will be completed by the end of Autumn term (December hand in) This will mean that students will have completed 60% of their total GCSE grade.

### **Spring**

#### **Component 2: Externally Set Assignment (ESA):**

Students will choose a project theme from a list of visual and written starting points issued by the exam board. Students will work independently on this project, from initial research, artists/designers/art movements through to sample development, testing, material and technique exploration, through to design ideas for a final outcome.

Students will complete a two day exam under exam conditions where they will make a final outcome which is relevant and suitable to their chosen theme and project aims.

this is a shorter project which will last the spring term with the hand in for this unit being after the Easter holidays

How will you be assessed?
<p><b>During the course:</b></p> <p><b>Year 10:</b> at the end of the skills unit you will be assessed against the exam board assessment objectives using feedback sheets that will give targeted feedback with actions to improve and a “currently working at” grade</p> <p><b>Year 11:</b> written feedback on projects will be termly, including verbal feedback with teacher on sketchbooks as the projects progress in class. Students will be assessed against the exam board assessment objectives: AO1: Artist research, AO2: Creative Making, AO3: Reflective recording AO4: Final outcome</p>
<p><b>At the end of the course:</b></p> <p><b>Your final grade will be awarded based on the following examinations and / or coursework.</b></p> <p><b>Component 1-Personal Investigation: [60%]</b> Assessed internally and moderated by Eduqas. 15 hour practical making for final outcome.</p> <p><b>Component 2-Externally set assignment: [40%]</b> Assessed internally and moderated by Eduqas. 15 hour practical making for final outcome.</p>

What independent work can you do?
<p><b>Learn:</b></p> <p>Glossary of Key Terms</p>
<p><b>RAG and Revisit:</b></p> <p>PLCs</p>
<p><b>Explore:</b></p> <p>Recommended Reading</p>
<p><b>Prepare:</b></p> <p>Exam papers</p>

Which resources should you use?
Textbooks, websites, online resources

Careers : <https://uk.indeed.com/career-advice/finding-a-job/careers-in-3d-design>

- The Saatchi Gallery <http://www.saatchigallery.com/>
- The V&A has a range of great exhibitions and extensive galleries you can view for free <https://www.vam.ac.uk/>
- The Time Out London website has a great review of exhibitions and places to visit <http://www.timeout.com/london/art>