

Year 10 Half Term 6  
Designing & Making

Brief, Specification & Research			Product Analysis		
1	<b>Design Brief</b>	The instructions that a client gives to a designer about what they want a product to be like.	13	<b>Function</b>	Function is what the product is intended to do — its job.
2	<b>Research</b>	Investigation into and study of materials and sources in order to establish facts and reach new conclusions	14	<b>Form</b>	The shape and look of the thing, e.g. colour, texture.
3	<b>Market Research</b>	Asking the target market questions to find out their likes/dislikes (and so on) to help the designer understand what the target group wants from a product.	15	<b>Cost</b>	Value for money.
4	<b>Product Analysis</b>	Examining and disassembling a current product to get ideas for a new product or design.	16	<b>Sustainability</b>	Does making or using the product harm the environment?
5	<b>Findings</b>	Information discovered as the result of an inquiry or investigation.	17	<b>Materials</b>	What materials have been used, and why those materials were chosen.
6	<b>Design Specification</b>	A list of criteria that a product should meet.	18	<b>Manufacture</b>	The processes that have been used to make the product.
7	<b>Target Group</b>	The group people that a policy or campaign is hoping to influence in some way.	19	<b>Environmental Impacts</b>	Environmental impacts are those concerned with the built and natural environment, including air, water and biodiversity.
8	<b>Questionnaires</b>	A research tool featuring a series of questions used to collect useful information from respondents.	<b>Design Strategies</b>		
9	<b>Interviews</b>	A structured conversation where one participant asks questions, and the other provides answers.	20	<b>Fairtrade</b>	A principle where everyone in the chain or manufacturing is offered fair wages and good working conditions.
10	<b>Focus groups</b>	A group of people assembled to participate in a discussion about a product before it is launched.	21	<b>Systems Approach</b>	Breaking down the design process into a number of different stages and doing each in turn.
11	<b>Primary Research</b>	Primary sources of information are gathered by the designer and used to help improve their designs.	22	<b>User Centred Design</b>	The wants and needs of the user are prioritised — their thoughts are given lots of attention at each and every stage of the design process.
12	<b>Secondary research</b>	Secondary sources of information use data already found by other people or organisations that are relevant.	23	<b>Iterative Design</b>	The process of improving prototypes involves coming up with new ideas.

24	<b>User Involvement</b>	Asking a sample of the target market for input in the design process to get feedback from potential users.	29	<b>System Diagrams</b>	System diagrams are flowcharts that separate a system into input, process and output boxes. This is useful when developing the basic design for a system.
25	<b>Expert Opinions</b>	Experts are other professionals in the industry, benefitting from their experience by asking them to look at your design and suggest improvements.	30	<b>Schematic Diagrams</b>	A circuit diagram is an example of a basic schematic diagram because it clearly shows how the components are connected up.
26	<b>Client Involvement</b>	Asking the client for input in the design process to get feedback to improve future iterations of the design.	31	<b>Scale Drawings</b>	A drawing that shows a real object with accurate sizes reduced or enlarged by a certain amount.
<b>Drawing Techniques</b>			32	<b>Exploded Diagrams</b>	An exploded diagram is a type of assembly drawing. Assembly drawings show how separate parts join together.
27	<b>Perspective Drawing</b>	A system of representing the way that objects appear to get smaller and closer together the farther away they are from the viewer.	33	<b>Orthographic Projection</b>	A way to draw an object that shows three views of an object from the three planes in an orthogonal (right angle) coordinate system.
28	<b>Isometric Drawing</b>	A 3D representation of an object, room, building or design on a 2D surface.			