

Transition tasks for A Level Product Design

The creative process used within design combines research and design to help refine a detailed and well-justified outcome. For the transition task, we would like to see how you tackle a design problem. You will need to present your research and designs ready for your first lesson back.

Design task; solving a problem

PROBLEM: "CAN A CHILD'S BEAKER ENCOURAGE THE CHILD TO DRINK MORE?"

SOLUTION:

1. Research materials then solve the brief using the information you have found.

How can materials help in solving this problem? *What material should you chose and why?*

Task: research three different materials, which would be suitable to solve this problem.

Firstly – think about the material requirements; toxic? manufacture? performance?

Research – what could you use? how would the material effect the design

Think – *why would this knowledge help you in designing your product?*

2. Come up with a range of design ideas and be ready to present a final idea on the first lesson back in September.

You must have a well-presented final idea with an understanding what materials and manufacturing methods could be used to create this.

Points to consider:

Work can be presented in any format; this is a chance to show off your design skills so a range or pencil sketches and CAD would be best.

Think of quality over quantity. This should be a focused design task. I do not expect to see 20-30 initial ideas; I would rather see 4-5 quality, well-justified ideas.

Justify your designs. With your design decisions, you need to justify why you have made those decisions. Use research to back them up.