

## Year 13 DT: Product Design A Level

### Learning Programme 2

<p>The LORIC skill focus for his LP is: ORGANISATION</p> <p>The Moral Virtues focus for this LP are: COMPASSION and HONESTY</p> <p>Compassion - the quality of feeling pity and concern for the sufferings or misfortunes of others.</p> <p>Honesty - the quality of being truthful.</p> <p><b>What will I be learning about in this Learning Programme?</b></p> <p>How designers use different approaches for design development and project management. How to review ideas against user requirements. How to iteratively develop design ideas to meet user requirements. How to create iterative models using digital and physical prototyping. How to select appropriate materials for NEA ideas.</p> <p><b>Where have I seen this learning before?</b></p> <p>During Year 12 D&amp;T you will have designed and prototyped a series of ideas, applying the cyclic iterative design process. You will have applied digital design tools to present, test and evaluate your design ideas.</p> <p><b>What could I use it for?</b></p> <p>You will apply your knowledge in the A Level D&amp;T examination and will utilise your design skills &amp; understanding in the A Level NEA, the Iterative Design Project.</p>		<p><b>Literacy:</b></p> <ul style="list-style-type: none"> <li>Capital letters must be used at the start of sentences and for the first letter of proper nouns</li> <li>Full stops must be used at the end of a sentence</li> <li>Question marks must be used at the end of a question</li> <li>Apostrophes should only be used for possession or omission</li> <li>Days of the week and months must be spelled correctly</li> <li>Key words must be spelled correctly</li> </ul>
<p><b>In LP2.1, I will know:</b></p> <p>how to label and annotate my ideas to include function, usability, materials, processes and environmental impact; what approaches to design thinking are used by designers, such as iterative design, user-centred design, circular economy (4.3a).</p>	<p><b>21/10/24 - (WK 2)</b></p> <p><b>Key Vocabulary</b></p> <p>Systems thinking</p>	<p><b>Homework</b></p> <p>Design thinking approaches</p>
<p><b>In LP2.2, I will know:</b></p> <p>how to plan and initiate the production of a physical prototype for my first selected idea; how designers collaborate to gain specialist knowledge (4.3b); how design teams use different approaches in project management (4.3c).</p>	<p><b>04/11/24 - (WK 1)</b></p> <p><b>Key Vocabulary</b></p> <p>Sigma Six</p>	<p><b>Homework</b></p> <p>Approaches to project management.</p>
<p><b>LP2 RLW, I will:</b></p> <p>review my learning, recalling and applying key knowledge, and focus on closing any gaps in my knowledge.</p>	<p><b>11/11/24 - (WK 2)</b></p> <p><b>Key Vocabulary</b></p> <p>Revision</p>	<p><b>Homework</b></p> <p>Use revision techniques to prepare for the summative assessment.</p>
<p><b>In LP2.3, I will know:</b></p> <p>how a range of products are manufactured from a variety of materials; how to continue to iterate ideas by prototyping, testing, evaluating and improving to meet user needs.</p> <p>Extended Task.</p>	<p><b>18/11/24 - (WK 1)</b></p> <p><b>Key Vocabulary</b></p> <p>Iteration process</p>	<p><b>Homework</b></p> <p>Manufacturing revision question.</p>
<p><b>In LP2.4, I will know:</b></p> <p>my strengths and areas for development from my learning so far, by completing my mock examination; how to specify suitable materials for my iterated design ideas (5.2).</p>	<p><b>25/11/24 - (WK 2)</b></p> <p><b>Key Vocabulary</b></p> <p>Review</p>	<p><b>Homework</b></p> <p>Revision for mock exam paper 1 and paper 2.</p>
<p><b>In LP2.5, I will know:</b></p> <p>how to review my iterated idea against design requirements and primary user feedback.</p>	<p><b>02/12/24 - (WK 1)</b></p> <p><b>Key Vocabulary</b></p> <p>Feasible</p>	<p><b>Homework</b></p> <p>Primary user feedback.</p>
<p><b>In LP2.6, I will know:</b></p> <p>how digital design software is used during design development (4.2b); how to use CAD to further iterate and my ideas.</p> <p>Extended Task.</p>	<p><b>09/12/24 - (WK 2)</b></p> <p><b>Key Vocabulary</b></p> <p>Finite element analysis (FEA)</p>	<p><b>Homework</b></p> <p>Digital design tools.</p>
<p><b>In LP2.7, I will know:</b></p> <p>how to review the progress of my NEA Iterative Design Project and plan my next steps.</p>	<p><b>16/12/24 - (WK 1)</b></p> <p><b>Key Vocabulary</b></p> <p>Digital visualisation</p>	<p><b>Homework</b></p> <p>Design development presentation.</p>
<p><b>Resources to support learning:</b></p> <p>The following websites contain extensive revision material and information to increase design &amp; technology subject knowledge:</p> <p><a href="http://www.technologystudent.com">www.technologystudent.com</a>;</p> <p>Product design maker YouTube tutorials <a href="http://www.productdesignermaker.com">www.productdesignermaker.com</a>;</p> <p>Jude Pullen's Lockdown Lectures from Bangor University - YouTube.</p>		
<p><b>FFET Award Challenge for this Learning Programme:</b></p> <p>Complete a computer aided design challenge and presentation board.</p>		

