

PRT Task 1

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		anthropometrics.
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ended Task.		
.P5.4, I will know: 16/06/25 - (WK 1)	Key Vocabulary	Homework
w to develop a unique brand name with appropriate lettering style; w to create unique logo designs with colour to represent the bottle brand.	Typography	Create a logo idea for a brand.
.P5.5, I will know: 23/06/25 - (WK 2)	Key Vocabulary	Homework
v to use the ellipse technique to graphically present 3D bottle design ideas; v to label and annotate my designs to communicate my ideas.	Rendering	Complete a rendering graphics task.
.P5.6, I will know: 30/06/25 - (WK 1)	Key Vocabulary	Homework Analyse the information on a drinks
v bottles are manufactured using the blow moulding process; v to use the hot wire sculptor and file to cut the shape of my bottle prototype.	Prototype	label.
ended Task.		
P5.7, I will know: 07/06/25 - (WK 2)	Key Vocabulary	Homework
w to use abrasive paper to shape and finish my bottle prototype; w to test the ergonomics of my prototyped design and identify strengths, weaknesses and future improvements.	Abrasive	Create market research survey quest about my drink packaging and brand
sources to support learning:		
e following websites contain extensive revision material and information to increase design & technology subject knowledge: w.technologystudent.com; w.mr-dt.com;		
w.bbc.co.uk/bitesize. T Award Challenge for this Learning Programme:		