

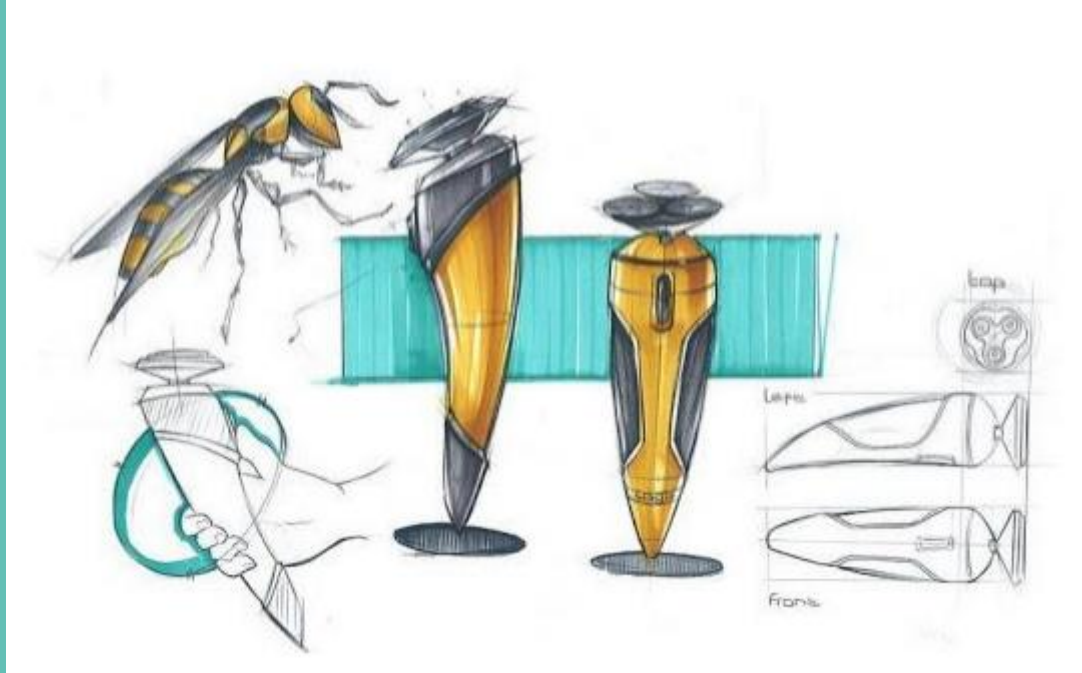
# YEAR 12 TRANSITION



Founding members of UTC South Durham



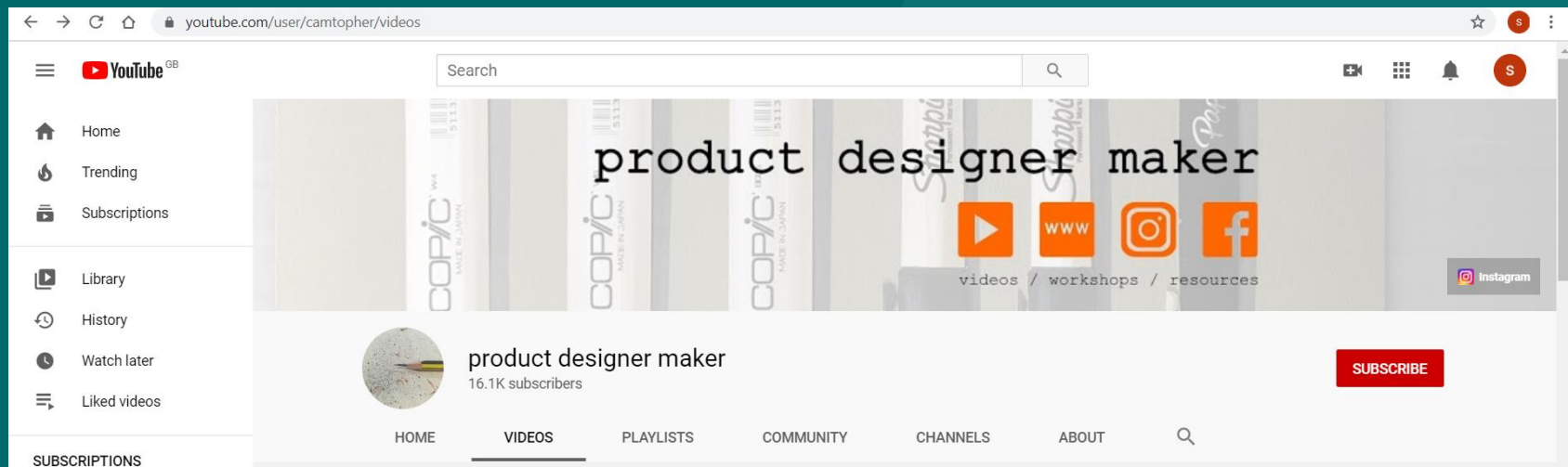
# Product Design Y12 Transition Tasks



Welcome to A-level Product Design. These tasks are designed to get you warmed up to start the course properly in September. Enjoy them and do let us know how you get on. If you have any problems then let us know [tom.dower@utcsouthdurham.org](mailto:tom.dower@utcsouthdurham.org)  
[stephanie.jackson@utcsouthdurham.org](mailto:stephanie.jackson@utcsouthdurham.org)

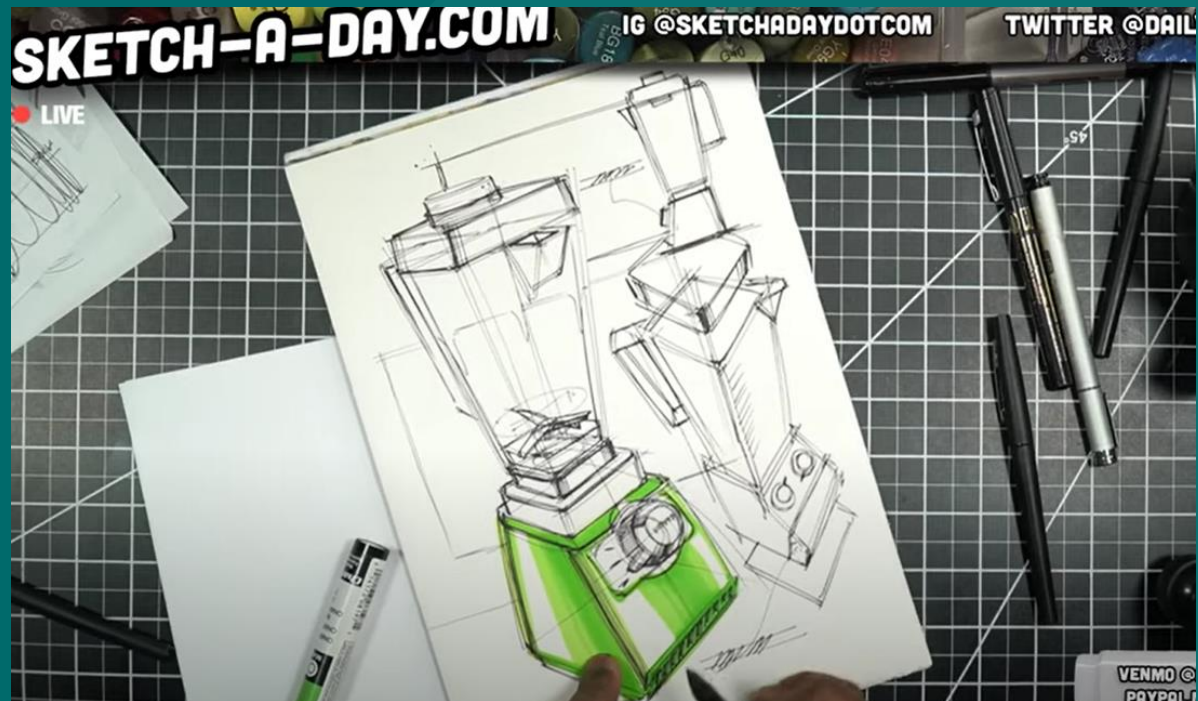
# Sketching - Warm up

- [Product Design Maker](#)
- Try some of the tutorials from Product Design Maker – These are some good ones to start with
- [Warming up](#)
- [Observation](#)
- [Observation 2](#)



# Sketching challenge

- [‘Sketch a Day’- YouTube](#)
- Watch this guy- his videos on sketching are amazing!
- Try to start with some of his earlier videos, then progress onto his more recent stuff.



# Sketching challenge

## Begin a sketch book

- It doesn't really matter what you use for the book – paper and pencil is all that matters.
- Begin to form the habit of using your sketchbook to record your thoughts.
- Add something every day, even if it is just a doodle while you're watching TV
- Draw from life, Copy things you like, sketch what you can see. Or draw ideas you have.
- Cut pictures out of magazines, stick in photos.
- Let your personality come through. Have some fun.

## Over the course of the summer create a portfolio of drawings.

- Try to include a variety of types of drawing (e.g. a 3D shaded drawing, an exploded drawing, an orthographic drawing).

If you aren't sure about anything, there are lots of good tutorial videos out there

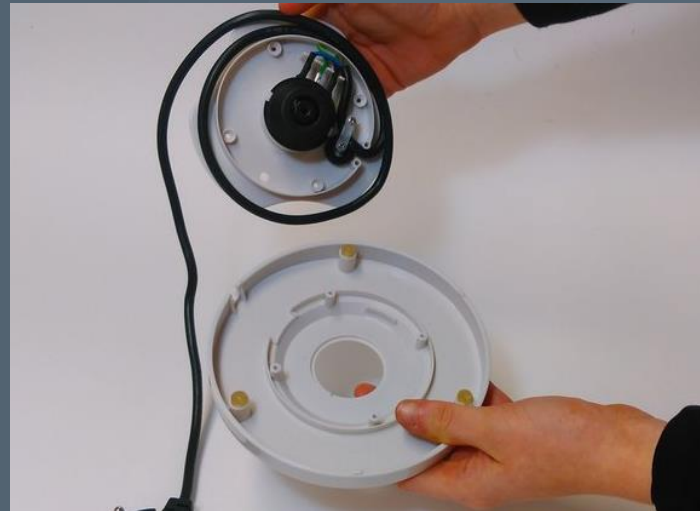
# Product Analysis

- Pick a product from around your home, garage or shed. It can be anything but it's even better if you can take it apart and really study it.
- Examples of product that might work: chair, lawnmower, kettle, toaster, hairdryer, electronic item.
- Examine it in detail and take photos and sketch the product from different angles highlighting key features.
- Annotate your photos & sketches in detail – think about the style, selection of materials, manufacturing processes and ergonomics and how they have been chosen to reduce environmental impact.
- Consider and make reference to the 6R's – (reduce, reuse, recycle, rethink, repair, refuse). How would you make the product more sustainable?



# Take it Apart – but ask first...

- It's even better if you can take it apart! But make sure that it's an old product that you don't mind breaking.
- You can really investigate how it fits together and the materials used.
- Why did the designers make those decisions about how it would work?

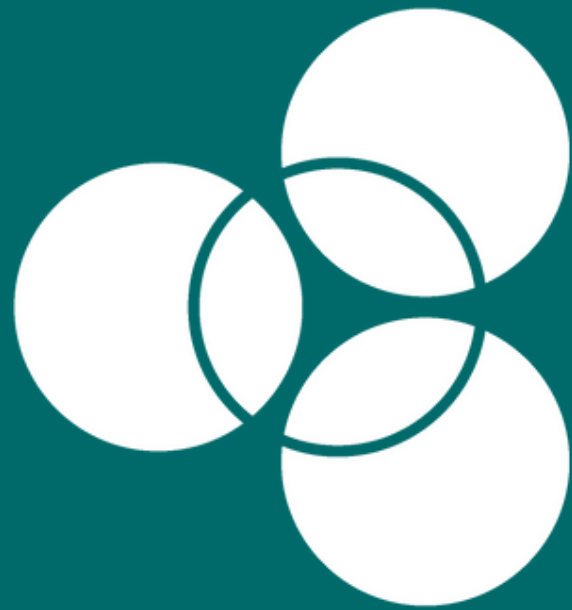


# Modelling

- Create some improved models (iterations) of any object from around your home.
- Could be a full product or just a part of it
- Use items around the home like packaging that would be recycled anyway to reduce waste
- Take photos and annotate changes made, effectiveness, further improvements needed.







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