**Dummy project (20 hours of Work)**

**4 full school weeks**

**Planning section A**

* Identify a problem (open ended problem)
* Explain why it’s a problem worth investigating (shows a variety of problems to be solved)
* Make sure its something that your can site in the explanation

**Ex:**

-Storage (not a generalized topic)

Problem: Storage of limited space in \_\_\_\_\_\_\_\_\_?

-Time

-Something to help teach children the time.

Not sufficient

-cannot use teachers example

**Planning Part B**

**Formulate a design brief.** Must include… Explanation and justification. Target audience. Major constraints. Cost. Safety. Measure of success (how and if it will be successful) (surveys, interviews, compare your product to other products in the market, put through user trial

**What the product is?**

Ex: storage (specific but not direct)

 A method of storing for books to help a child study in a child’s room.

**Specification**

Initial specification. 10-12 points. **MUST JUSTIFY WHY YOU ARE MAKING THE POINT THAT YOU ARE**

* Point -> Justify
* Point -> Justify
* Point -> Justify

End: Did I meet the justification?

|  |  |
| --- | --- |
| Point  | Justify |
| Point  | Justify |
| Point | Justify |

Check mark all the justifications that were met

**Final Specification**

Put in after the research, Final specification will include initial specification and any changes (15-20 points)

6 marks available

2 in each section

**Research**

**Aspect 1**

* Strategies for research (No research done at this point)

**Ex: Book case:**

 **Strategy 1**

**Height of people**

Height of book

Weigh of book

Height of room

Materials I need to use

**What do I want to find out?**

Height of teenagers

**Why do I want to know that?**

Using anthropometric tables

**How am I going to do it?**

I want to be able to position my product on a wall not on the floor

**How do I think it’s going to help me?**

I will be able to have the top shelf in reach of students

**Strategy 2**

**What do I want to find out?**

Average size of books

**Why do I want to know that?**

I’m not sure if I will have fixe or adjustable shelves

**How am I going to do it?**

I want to be able to position my product on a wall not on the floor

**How do I think it’s going to help me?**

I need to accommodate a wide range of books but don’t know where most common sizes are

**Strategy 3**

**What do I want to find out?**

Weight of books

**Why do I want to know that?**

Physical weigh a range of books

**How am I going to do it?**

Different material can take different weights before bending

**How do I think it’s going to help me?**

If wall mounted I have to consider how to fix it to the wall, I have to consider how shelves are fixed to the sides

**Aspect 2**

**Data collection pg 2**

Strategy 1

Strategy 2

**Strategies pg 1**

Strategy 1

Strategy 2

**Data collection (qualitative -> internet, books, quantitative -> interview, collection)**

* Range of methods of collecting data

 -Interview

 -**DO NOT PUT RESEARCH AFTER STRATEGY**

 -First all strategies

 -Then all data collection

 -Appendix in the end

 -Cut, paste documents -> cited

**Aspect 3**

* Analysis -> need to lead the design work
* Usefulness -> finding out the height of teenagers save no purpose what’s so ever
* Take raw data into a good way for presentation (ex: interview in questions and also make pie chart showing the interview questions)

**Best shape bookcases were triangular**

**Only worth 6 marks**

**Development (Design work)**

**Aspect 1**

* A range of ideas to solve the problem (4-5 the more the merrier)

Shape, theme, smaller version but in same style

**Initial ideas**

* Sketches annotations
* Some color
* Originality

**Developments**

* Take initial ideas and improve
* Suggest materials
* Sizes, How it may go together
* Models, small tests
* Computer design drawing (Google sketches)

**Final idea**

* A full set of drawings that allow the product to be made
* Formal drawings
* How it will go together
* Hot it is finished
* A small model
* Materials to be used
* Cutting list
* Costing of materials (Nothing is free)