

# Product Design

## Summer Taster Pack

### The transition from Year 11 to Sixth Form

In A Level Product Design, you will start the year carrying out a range of mini-projects, building your creativity and practical abilities. You will also be attending 'theory' lessons where you will progress your knowledge and understanding of the subject from a GCSE to an A Level standard. NEA will begin in November and this will be your major design and make project and portfolio, which equates to 50% of your final grade. The exam being the other 50%. Throughout the A Level you will be:

- Expected to offer creative solutions to problems.
- Learn how to communicate ideas confidently using a range of design strategies such as 2D and 3D drawing, Isometric sketching, Orthographic technical drawing, CAD such as SketchUp (which is free to use on the web), cross-sections and close-ups, annotation to explain your work, and using clients to help decision make.
- Using inspiration from external sources such as designers and design houses to progress your design work.
- Carrying out 'Iterative Design', which includes testing, experimenting, updating, evaluating and gaining feedback from stakeholders throughout to gain successful final outcomes.
- Integrate Maths into your designing, planning and manufacturing.
- Carrying out a range of mini-projects to further progress your all-round design skills and learn new manufacturing techniques.
- Expected to have an outside interest in the subject of design, and partake in wider reading.
- Completing an NEA worth 50% of your final grade.
- Completing an examination worth 50% of your final grade.

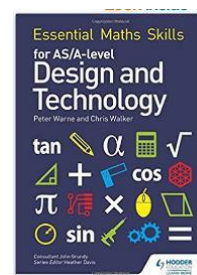
**To begin this course, you will need to bring an A4 ring binder to collate and organise all your project and theory work.**

**Useful websites:** Edexcel A Level Design and Technology:

<https://qualifications.pearson.com/en/qualifications/edexcel-a-levels/design-technology-product-design-2017.html>

**Useful Textbooks:** Maths in A Level Design and Technology:

<https://www.amazon.co.uk/Essential-Maths-Skills-Design-Technology/dp/1510417060>





## Introduction to the Product Design summer tasks 2021:

*The design industry operates on this constant desire to want to develop and improve the items we use on a day to day basis, whether this be redesigning the homes we live in, the furniture we relax on, or the technology that consumes our daily lives.*



## Task 1 – All About You

*What is it that makes you want to pursue a design course, why are you interested in developing your design skills? This will help us understand you, your aspirations and how best to support you.*

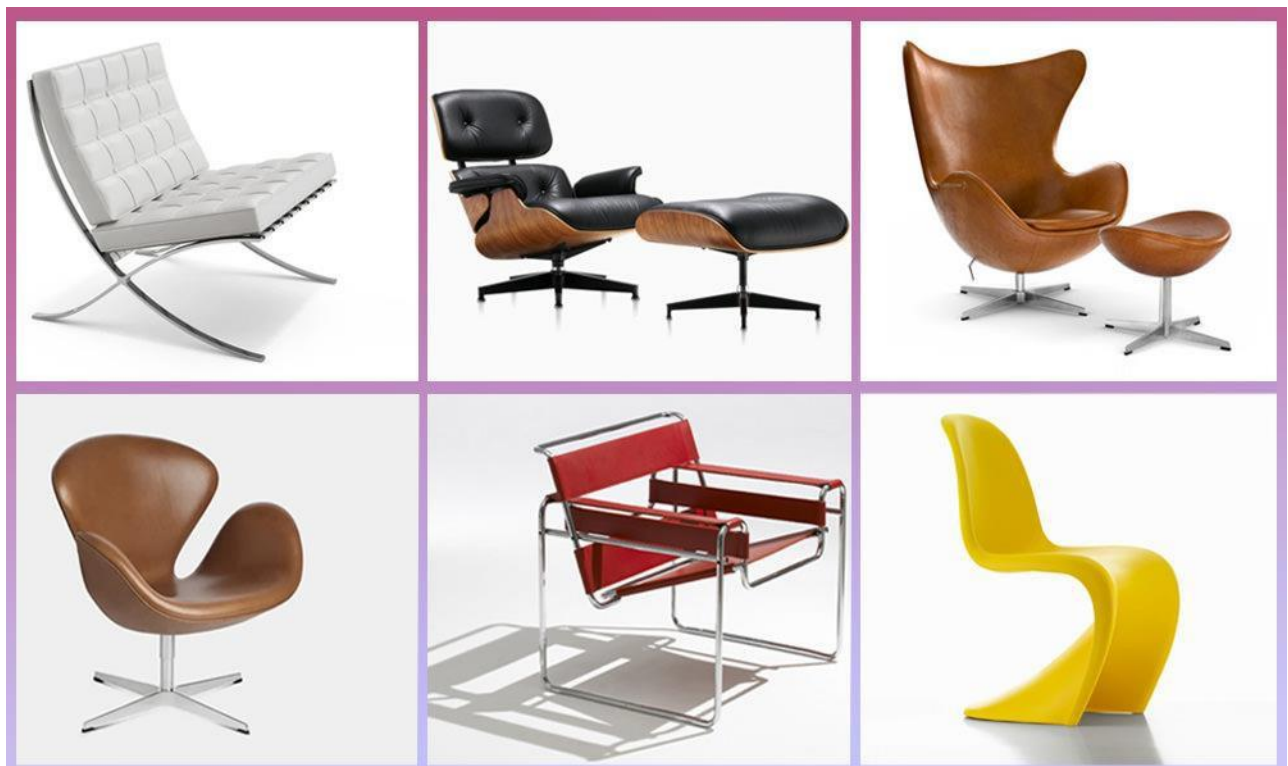
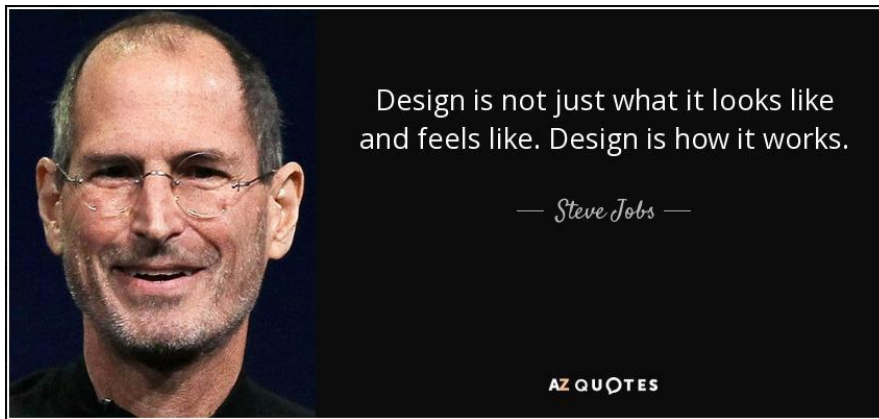
*In the box below, write a short paragraph, no more than 300 words (no less than 200) explaining why you are opting to study Product Design at A Level.*

*Include what you believe to be your strengths and your areas you would like to work on over the course of the sixth form.*

## Task 2 – Inspirational Designers!

*Research an Architect, designer or design firm that excites you!*

*What is it about their work that makes you feel inspired? In no more than 400 words introduce them, and clearly outline their key design principles. Include images you can discuss. What makes their style unique? Select one example of their work and analyse it from both a form and function perspective.*





## Task 3 – CAD - SketchUp

*CAD = Computer aided design, love it or hate it, it's the way we design products in modern society. You may love using CAD and be very confident in this field, fantastic! Or, you may need a little bit more encouragement and practice. Design a chair in the style of the architect you researched in task 2. There are loads of YouTube help clips for anything you may struggle with. I have attached a tips sheet below.*



## KEYBOARD SHORTCUTS

Just press the key once to go to the tool you need!



### SPACE BAR

Select Tool  
Brings you to your arrow tool.

L

#### Line Tool

Lets you draw a straight line to create a shape.

R

#### Rectangle Tool

Lets you draw a square and rectangle easily.  
(IrdeJo-cl)

C

Lets you draw circles easily. Just click and drag around the radius. If the width of the circle is less than the radius, it will be a circle.

A

#### Arc Tool

Lets you draw curved lines to join points.

M

#### Move tool

Lets you move the shape you draw.

O

#### Orbit Tool

Lets you change the view of the model.

P

#### Print Tool

Lets you print the model to a PDF file or save it as a 2D image.

#### Offset Tool

Lets you create a bigger or smaller version of your shape inside or outside the first shape.

#### Rotate Tool

Lets you rotate the model around its center.

E

#### Erase Tool

Lets you erase shapes and lines.

T

#### Tap Measure Tool

Lets you measure the length of a line or distance.

#### Scale Tool

Lets you make your object bigger or smaller.  
Click on the green square to scale.

#### Paint/Move Screen Tool

Lets you move the view on your screen with the mouse, using the scroll wheel.

Z

#### Zoom Tool

Lets you zoom in and out of your model.

G

#### Make Component Tool

Lets you make a component from your object.

B

#### Paint Bucket Tool

Takes you to the paint palette.

r:7

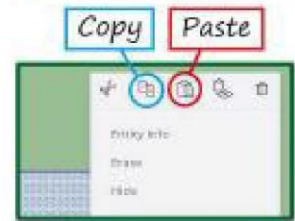


## COPY & PASTE

You can copy and paste in your model in three ways



1 select all face and edges of your object, right click on the shape and select: Copy. Then right click again and select: Paste. The object is copied.



2 (Copy - Select faces and edges of your object, then press Ctrl and C on your keyboard)

at the same time



3 Paste - Once you have copied your object, press Ctrl and V on your keyboard

3 The last and sometimes quickest way to copy an object is to do the following:

- Select your object, then press M on your keyboard
- Then hold down Ctrl on your keyboard
- Move your mouse over the object, then click. The object is copied.

Now you have 2 objects.

that's

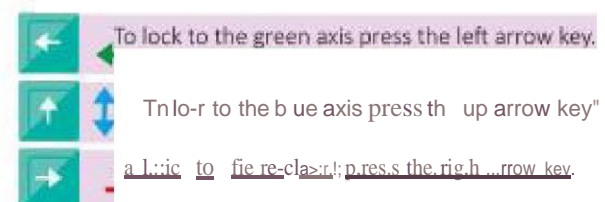


## MOVING ACCURATELY

Locking to an Axis & Point Snapping

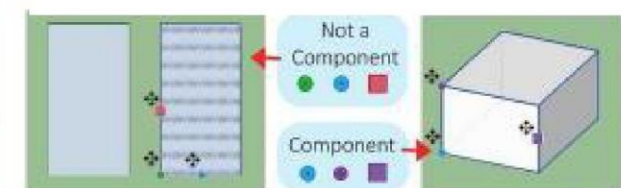


To lock your line direction (L key), you rotate a model (R key) a your object movement (M key) to an axis, select a point on the object star. The object is moved.



for accuracy! (To move a model try to use a corner or middle point, not a center point. Hover your mouse over a corner until a colored dot or square appears. Click once and then move your object to, whichever face you want to stick to.)

- To move a model, hover your mouse over a corner until a colored dot or square appears. Click once and then move your object to where you want to stick it.



Don't forget to save your work!



## SELECT ON

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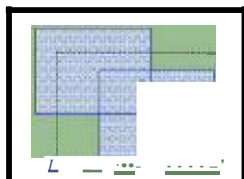


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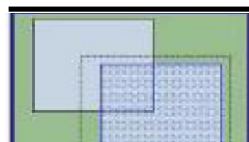
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**3. Hands off your keyboard!**

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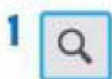


## VIEWS

How to look at your model from different angles.



You can get to your Sketchup views in 2 ways.

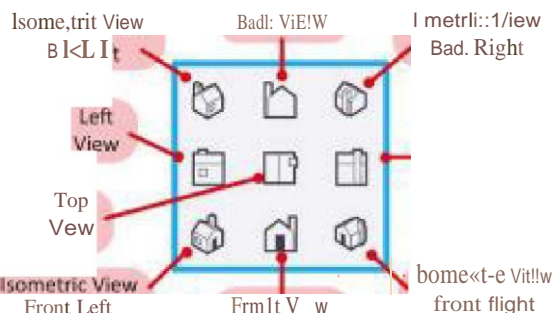


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## Task 4 – Upcycling!

*What is it? Why is this one of the hottest trends in modern design? Using nothing but old packaging or unused products from your home, and make a high-quality model of a Product.*

*This could be anything, a trinket box to a lamp, a car to a decorative ornament. Carry out some research first to gain some inspirations, have a look around your house, shed, garage to see what is unused and unwanted (check with parents first!) See the inspiration below.*



Good Luck and Get Upcycling!

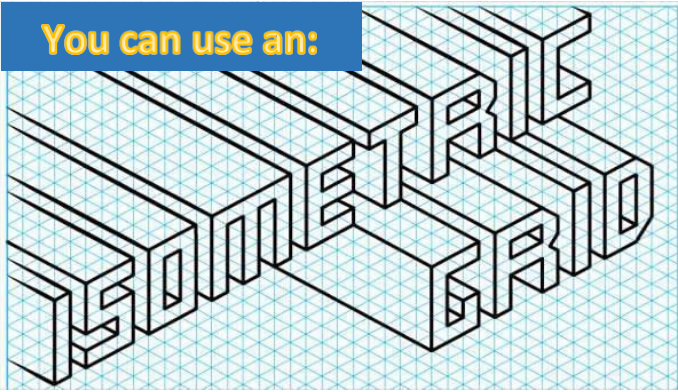




## Task 5 – Isometric Sketching

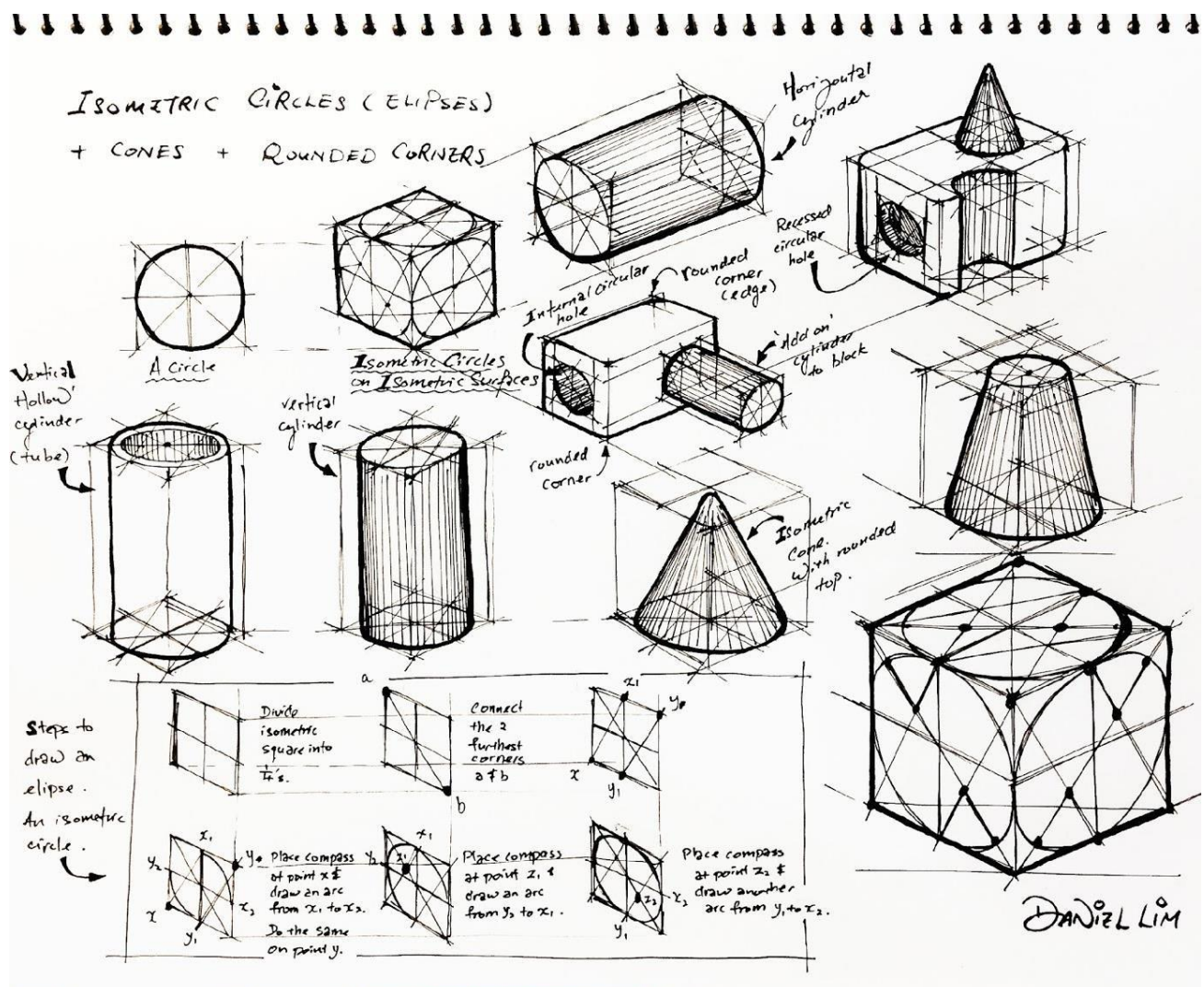
*Produce a high quality, hand drawn ISOMETRIC sketch of your upcycled product. Don't worry, this is something we work on at A Level, but let's see your skills!*

You can use an:



There are plenty of options of isometric grid paper online, feel free to download one and use it, if it helps at this stage!

Below is a help sheet for the more difficult shapes. These use a method called 'crating', where a cuboid is drawn, and the more difficult shape is then drawn inside this, making the process easier. Have a go at this.



# Mathematics in A Level Design and Technology

*Have a look at the following Maths criteria we will be covering. Do you feel comfortable with these topics? Add ticks to the topics you are confident with and crosses to the ones you may struggle with.*

## Introduction

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Mathematical skills are an essential part of AS and A Level Design and Technology.

In order to be able to develop their skills, knowledge and understanding in design and technology, students need to have been taught, and to have acquired competence in, the appropriate areas of mathematics relevant to design and technology, as indicated in the tables that follow.

The assessment of mathematical skills will include at least 15% level 2 or above for design and technology, in the context of the examinations.

The following tables illustrate where these mathematical skills may be developed and could be assessed.

Reference	Mathematical skills requirement	Potential applications
a	Confident use of number, percentages and percentiles	<ul style="list-style-type: none"><li>• Calculation of quantities of materials, costs and sizes</li></ul>
b	Use of ratios	<ul style="list-style-type: none"><li>• Scaling drawings</li></ul>
c	Calculation of surface areas and/or volumes	<ul style="list-style-type: none"><li>• Determining quantities of materials</li></ul>
d	Use of trigonometry	<ul style="list-style-type: none"><li>• Calculation of sides and angles as part of product design</li></ul>
e	Construction, use and/or analysis of graphs and charts	<ul style="list-style-type: none"><li>• Representation of data used to inform decisions and evaluation of outcomes</li><li>• Presentation of market data, user preferences, outcomes and market research</li></ul>
f	Use of coordinates and geometry	<ul style="list-style-type: none"><li>• Use of datum points and geometry when setting out design drawings</li></ul>
g	Use of statistics and probability as a measure of likelihood	<ul style="list-style-type: none"><li>• Interpretation of statistical analyses to determine user needs and preferences</li><li>• Use of data related to human scale and proportion to determine product scale and dimensions</li></ul>

*On the next page, you will find each Maths topic broken down with an explanation of how to attempt calculations for each one.*

# Maths skills for AS and A Level Design and Technology

## Confident use of number, percentages and percentiles

### Number

To convert from one metric unit to another, it is necessary to know the following:

Length	Weight	Volume
10 mm = 1 cm	1000 mg = 1 g	1000 l = 1 litre
100 cm = 1 m	1000 g = 1 kg	1000 ml = 1 litre
1000 mm = 1 m		1000 cm <sup>3</sup> = 1 litre
1000 m = 1 km		1000 l = 1 m <sup>3</sup>

You only need to be able to multiply or divide by 10<sup>1</sup>, 100 or 1000 in order to be able to convert between metric units.

- When converting from a smaller number to a larger number you must remember to divide.
- When converting from a bigger number to a smaller number you must remember to multiply.

When carrying out some complex calculations, you may get an answer on your calculator with lots of numbers, such as 125.3867

If this answer was being used to measure something, it would not be possible to mark out the length to that level of accuracy.

Certainly when measuring components with a micrometer or Vernier callipers, it is possible to measure to 2 decimal places, e.g., 26.67 mm.

We therefore round a number to a given number of decimal places.

12.48 = 12.5 correct to 1 decimal place	Round up, because 12.48 is closer to 12.5 than 12.4
1.0648 = 0.06 correct to 2 decimal places	Round down because 1.0648 is closer to 0.06 than to 0.07
6.2475 = 6.248 correct to 3 decimal places	If the figure in the fourth decimal place is 5 or more then round up.

The **standard form** is used to represent very large (or very small) numbers.

A number in standard form looks like this.

$$5.7 \times 10^4$$

This part is written as a number between 1 and 10

This part is written as a power of 10



$1 \text{ nm} = 1 \times 10^{-3} \text{ mm}$
$1 \text{ m}^2 = 1 \times 10^6 \text{ mm}^2$
$1 \text{ m}^3 = 1 \times 10^9 \text{ cm}^3$

It is important to be able to manipulate equations..

To solve density-related questions, we can use the following equation:

$$\text{Density} = \frac{\text{mass}}{\text{volume}}$$

When mass is measured in kilograms and the volume is in cubic metres or  $\text{m}^3$ , the density is measured in  $\text{kg/m}^3$  or  $\text{kg/dm}^3$ . Density can also be measured in  $\text{g/cm}^3$ .

### Worked example:

A ring has a mass of 15 g.

Gold has a density of  $19.3 \text{ g/cm}^3$ .

Calculate the volume of gold required to make the ring.

$$\text{Density} = \frac{\text{mass}}{\text{volume}}$$

this formula can be rearranged to give  $\text{volume} = \frac{\text{mass}}{\text{density}}$

$$\frac{15}{19.3} = 0.777 \text{ cm}^3$$

### Percentage changes and percentages

Percentage change is, perhaps, one of the most common calculations.

Like percentage change could be an increase, where the answer would be positive, or a decrease, where the answer would be negative.

To calculate percentage change, the following equation can be used:

$$\left( \frac{\text{final data set} - \text{initial data set}}{\text{initial data set}} \right) \times 100$$

So, if the initial data set is 22 and the final data set is 40, then the percentage change is:

$$\left( \frac{40 - 22}{22} \right) \times 100 = 81.8\% \text{ (or } 82\%)$$

### Worked example:

A manufacturing company has moved to a new factory.  
The old factory was: 8000 m<sup>2</sup> and the new factory is 11500 m<sup>2</sup>.

Calculate the percentage increase in floor space.

$$\frac{11500 - 8000}{8000} \times 100 = 43.75\% \text{ (or } 44\%)$$

### Worked example:

The mass of a casting is reduced by 8% due to machining.  
The original casting weighs 3.65 kg.

Calculate the final weight of the casting once it has been machined.

#### Method 1

$$\begin{aligned} 8\% \text{ Of } 3.65 &= \frac{8}{100} \times 3.65 \\ &= 0.292 \text{ g [the } 8\% \text{ reduction is } 0.29 \text{ g]} \end{aligned}$$

$$3.65 - 0.292 = 3.358 \text{ kg [subtract it to work out the final weight]}$$

#### Method 2

$$100\% - 8\% = 92\% \quad [\text{the final value is } 92\% \text{ of the original weight}]$$

$$92\% = \frac{92}{100} = 0.92 \quad [0.92 \text{ is the multiplier}]$$

$$0.92 \times 3.65 = 3.358 \text{ kg [multiply the original weight by } 0.92]$$

Compound percentage increases are often used by companies to project future costs such as staff salaries and materials costs.

If materials cost is estimated to rise at 3% a year for the next three years, companies can calculate their material costs using compound interest calculations.

Year	Amount at the start of the year	Amount plus interest	Total amount at the end of the year
1	£100,000	100,000 × 1.03	£103,000
2	£103,000	103,000 × 1.03 = 100,000 × 1.03 <sup>2</sup>	£106,090
3	£106,090	106,090 × 1.03 = 100,000 × 1.03 <sup>3</sup>	£109,272.70

## Use of ratios

Ratios are used to compare quantities. The simplest form of a ratio has a whole number with no common factor. e.g. 1:3

Ratios are often given in the form  $1:n$  where  $n$  is a number.

For the ratio, the unitary ratio, is most often used for scaling drawings of things like buildings or for maps.

To write a ratio in the form of  $1:n$  divide each number in the ratio by the first number in that ratio.

$$\begin{aligned} \text{For example, } 5:16 &= \frac{5}{5} : \frac{16}{5} \\ &= 1:3.2 \end{aligned}$$

## Calculation of surface areas and/or volumes

Many wooden toys such as train and building blocks are made up of combinations of regular geometric shapes such as cuboids, cylinders and prisms.

So that manufacturers can work out how much timber to buy and, indeed, consider the most economical form of timber to buy, it is important that they are able to calculate volumes, like calculation of surface area is also important so that manufacturers can calculate the volume of surface finishes, for example.

It is also important for companies to be able to consider volumes when packaging items. If a manufacturing company is shipping laptops, they need to be able to convert between units of volumes when they package smaller boxes into larger boxes for transportation. Sometimes even shipping container volumes have to be considered to ensure maximum use is made of the available volume when moving goods from one country to another.

Insert a diagram of volume and surface area formulae for cube, cylinder, hemisphere and sphere. Make sure to cover circumference and area of a circle.

## Use of trigonometry

Trigonometry is used extensively in the world of technology and engineering. It is used to calculate the paths and movements of robots and automated guided vehicles (AGVs) within factories. Pythagoras' theorem is also used to calculate the length of the sides of a right-angled triangle, often for checking that a right-angled triangle has been marked out correctly with a  $90^\circ$  angle.

The longest side of a right-angled triangle is known as the hypotenuse (hyp) and is always opposite the right angle. The remaining two sides are known as the opposite (opp) and adjacent (adj) as shown in Figure 1.

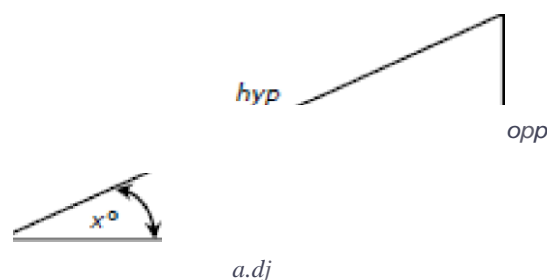
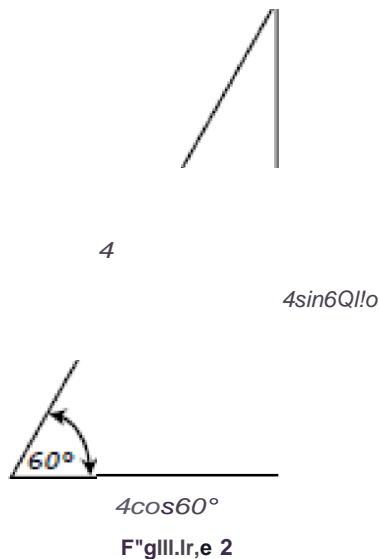


Figure 1



Trigonometry can also be used to calculate the angles of joints when manufacturing a product. For instance, we need to be able to apply and use sine and cosine rules of all types.

In figure 2, we can use the sine and cosine of the angle to calculate the unknown lengths of a triangle.



The length of the opposite can be calculated by  $4 \times \sin 60^\circ$  or  $4 \sin 60^\circ$ .

The length of the adjacent can be calculated by  $4 \times \cos 60^\circ$  or  $4 \cos 60^\circ$ .

Remember that the length of the hypotenuse is unknown, the opposite and adjacent can all be calculated using the following formulae:

$$\sin 60^\circ = \frac{\text{Opp}}{\text{Hyp}}$$

$$\cos 60^\circ = \frac{\text{Adj}}{\text{Hyp}}$$

However, these rules are only true for right-angled triangles.

When the opposite side and the adjacent side are involved:

$$\tan 60^\circ = \frac{\text{Opp}}{\text{Adj}}$$

The acronym **SOHCAHTOA** might help you to remember these formulae:

**S**in **O**pp **H**yp **C**os **A**dj **T**an **O**pp **A**dj

## Construction, use and/or analysis of graphs and charts

Graphs and charts are a very popular and efficient method of representing a great deal of information and data. Various charts and graphs are used, such as bar charts, pie charts, and histograms.

User's needs, preferences and views are often canvassed as part of the research process, with the results being represented in a graphical form.

## Bar charts

Bar charts: are used to represent grouped data, using rectangular bars with varying lengths, plotted on the values that they represent. Bars can be plotted vertically or horizontally, in 2D or 3D. With a vertically plotted bar chart, the vertical axis will be used to represent a numerical value and the bars used to identify a specific category.

Figure 3 shows a bar chart indicating the height of a number of trees that were planted on the same day in a managed forest. This type of graph might be used to analyse: growth rates; or to identify the number of trees below a certain height that might need to be felled, thereby allowing the remaining trees greater access to light and water and nutrients in the soil.

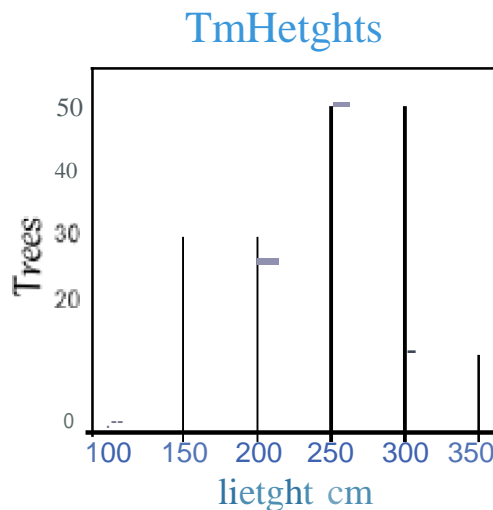


Figure 3

## Pie charts

Pie charts are another popular method to represent data. They can easily be generated in programs such as Microsoft® Excel.

The whole circle represents the total number of items or responses. The size of a sector will be a proportion of the total frequency. The angles at the centre of the pie chart must add up to 360°.

The angle for each sector can be found using the following formula:

$$\text{sector angle} = \frac{\text{frequency} \times 360}{\text{total frequency}}$$

Table 1 shows the number of owners of mobile phones, and Figure 4 shows the same data in the form of a pie chart.

Phone	iPhone 6	iPhone 7	Samsung S8	Samsung Galaxy S7	Nokia X1
Number	38	26	15	13	8

Table I

Mobile, none owners

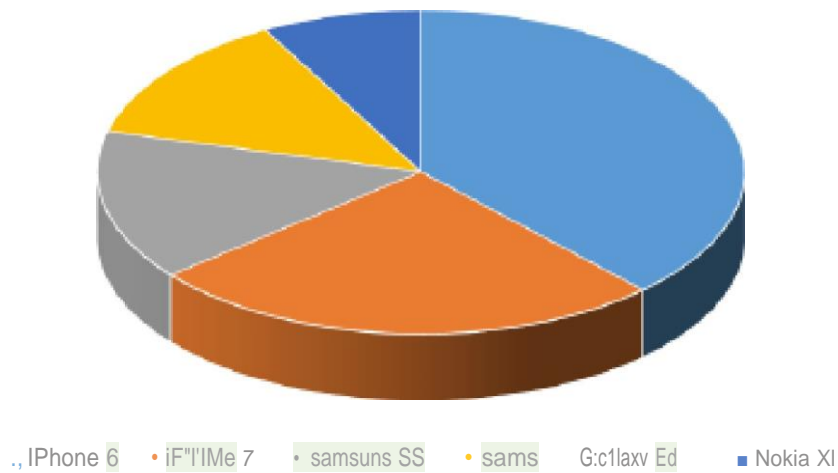


Figure 4

$$\text{Total frequency} = 38 + 215 + 15 + 13 + 8 = 100$$

$$\text{iPhone 6} = \frac{38}{100} \times 360^\circ = 136.8^\circ$$

Once all of the frequencies have been calculated you could check that all the angles add up to 360.

### Histograms

A histogram is used to represent all continuous data such as anthropometric data, e.g. the heights of students in your class. Continuous data means there are no gaps between the bars.

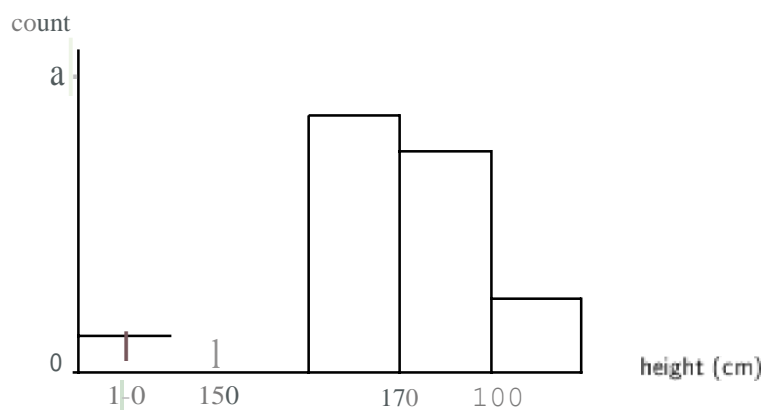


Figure 5

Source: <https://www.siy=1Jl:1;oomJm:1tbs:f> [11-st:i'iirtl:s:[l:ilap:ici:1IT•B/"111:!!;ili'47646:1Jb,d!!J254;i 71i45:1,9



## Use of compass and geometry

A **datum** reference point is used when marking out during manufacturing processes. It is a single point from which all measurements are taken or points marked out.

Measurements would be given in mm, cm or m depending on the scale and size of the object being marked out.

On some occasions it is necessary to mark out geometric shapes such as squares and triangles. There are three different types of triangles but they can all be constructed with a compass given the side lengths. The construction is set out with the length required and then used to draw an arc. The sides of the triangle can be drawn where the arcs intersect.

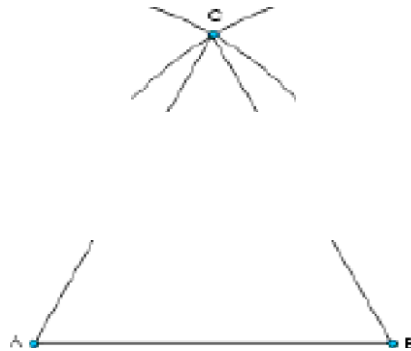


Figure 6

In figure 6, the triangle is an **equilateral triangle**. This means that all three sides are equal in length. It also means that the three internal angles are equal at  $60^\circ$ , there being a total of  $180^\circ$  in a triangle.

A square of the known side length can also be constructed using a compass, since it is possible to create a right-angle by bisecting a straight line (which is essentially an angle). This is shown in figure 7.

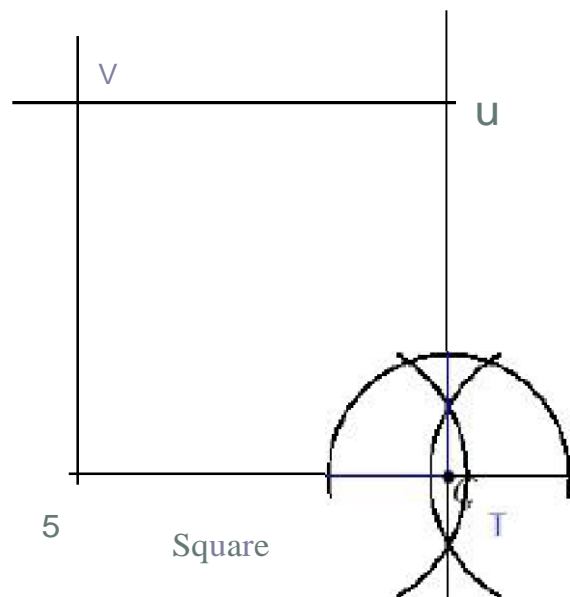


Figure 7

## Use of statistics and probability as a measure of likelihood

As part of any commercial manufacturing process, some form of quality control check will take place. Depending on the scale of production and what is being manufactured, there will be a set number of samples that are extracted for some form of checking, such as dimensional accuracy for example.

The sample for testing may well be taken at random if the product is, for example, a plastic injection-moulded pencil sharpener, where one in every thousand components might be tested. If it is an airplane, every part will be subjected to some form of testing.

**Probability** is the measure that an event will occur, such as a product not being made to a specific size or weight. The higher the probability, the more likely it is that the event will occur.

Send your completed tasks to Miss Corry  
[acorry@phs.cheshire.sch.uk](mailto:acorry@phs.cheshire.sch.uk)

I can't wait to see them!

*See you in September*

