The A Level Mindset
Design Technology Product Design

VISION

What is the purpose of studying Design Technology Product Design at A level?
Design Technology Product Design offers many opportunities to investigate and understand the world around you. You will develop your understanding of where we have come from along with investigating how and why products have evolved overtime. This will allow you to generate your own answers and designs to questions that may not have even been asked yet. You will be in a unique position whereby you will be able to explore how Design Technology might influence the future.

How might an A level Design Technology Product Design student change the world?
Developing your proficiency in DT will allow you to change the future of not just yourself, but potentially many others as well. We cannot live without DT, DT is all around us, it is impossible to escape it. What will you design and make that will change the world? Will you be the next Eileen Gray, Elon Musk or James Dyson?

I can find out more about the context of Design Technology Product Design by:

<table>
<thead>
<tr>
<th>Reading</th>
<th>Watching/Listening to/Website</th>
<th>Visiting</th>
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</thead>
<tbody>
<tr>
<td>● Materiology by Birkhauser</td>
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<tr>
<td>● Modern British Furniture, Design Since 1945 by Lesley Jackson</td>
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<td>● Woodworkers Handbook by Peter Metcalfe</td>
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<td>● How Is It Done by Readers Digest</td>
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<td>● The A-Z of Modern Design by Merrell</td>
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<td>● Design 21st Century by Charlotte and Peter Fiell</td>
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## EFFORT

**Proactive work in Design Technology Product Design looks like this:**

- Coming prepared to every lesson with a clear and specific plan of what you hope to achieve, particularly during practical sessions. Making a plan and sticking to it.

- Engaging in relevant/topical outside reading with visits to Design related locations (see suggested list) to help enhance your understanding of the design world.

- Researching real life examples relating to theory or practical concepts covered in class. Utilising the skills you have learnt across other subjects/activities.

- Revising prior topics to consolidate your learning without direct prompting from your teacher. Linking this learning to other topics will help you develop your knowledge and understanding of DT.

## PRACTICE

**Examples of good content activities in Design Technology Product Design include:**

- Reading back over notes, textbooks, digital resources and news articles shared with you.
- Keeping up to date with current affairs and linking this to the world of DT.
- Creating flashcards as revision for theory topics.
- Creating timelines and mind maps showing how legislation and design movements link/interrelate.

**Examples of good skills activities in Design Technology Product Design include:**

- Developing your ability to work with a range of material areas from woods, metals and plastics to smart/modern materials, composites and potentially textiles.
- Practising practical skills where possible to perfect your craft.
- Reviewing the assessment objectives and looking at past papers to practice how to answer examination questions.
- Apply numeracy skills to theory and practical lessons to develop these skills.

**Examples of good feedback activities in Design Technology Product Design include:**

- You must engage in both self and peer assessment activities in and out of class, in particular obtaining real life feedback from your clients.
- Review your own work using mark schemes ad exemplar work to help identify areas for development.
- Garner feedback from peers and/or clients for testing and evaluation purposes.

## ATTITUDE

The Design Technology Product Design department want to be a part of your support network! If you have questions or are seeking guidance, you can find us by

- Attending intervention sessions after school in DT department (C103 or C003)
- Emailing your teachers
- Checking files uploaded to Shared Drive
- Sharing your work through Shared Drive for feedback and assessment