My KS5 Product Design Journey



Empathic Design tools.

Iteration.

Research - primary and secondary. Understanding data and population statistics.

Prototyping and testing ideas.

Concept presentation skills.

Scales of production.

Manufacturing methods and processes.

The work of others.

Architecture, engineering, product design, graphic

Design approaches Inc. collaboration, systems

Energy and sustainability.

Mechanics, forces and movement,

Material selection, working, physical and mechanical

Social footprint and associated organisations. Primary and secondary research collection.

Interviewing processes. Displaying data.

Applied maths. Visual communication.

CAD/CAM.

Intellectual property. Quality control and Quality Assurance.

KS5 Overview

- At KS5 students will further develop: their use of creative strategies to help avoid fixation; problem solving strategies; their practical skills; their theory knowledge; presentation and drawing skills and exam technique.
- Students will engage in several practical projects including focused practical tasks to develop their practical skills before beginning their A Level NEA in year 12.

Key themes of new GCSE specification (7552 - 2017):

- Iteration i.e. explore needs, create solutions, evaluate how well solutions meet needs
- Prototyping
- Primary research
- Third party feedback & client
- Problem spotting and problem solving
- Addressing the needs of a range of stakeholders

Should this QR code not work, please click **here** to view the relevant specification.



