



Introduction to Post-16 Studies - Product Design

Design and Technology is a phenomenally important subject. Logical, creative and practical, it's the only opportunity students have to apply what they learn in maths and science - directly preparing them for a career in engineering.

This creative and thought-provoking qualification will give you the practical skills, theoretical knowledge and confidence to succeed in a number of careers. Especially those in the creative industries. You will investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put your learning in to practice by producing prototypes of your choice. You will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.



Watch these YouTube videos and try out the drawing exercises for each.

[Two point perspective](#)
[Three point perspective](#)
[Basic Rendering](#)
['Crating' with product design](#)



Read the basics on the AQA specification and make some key notes.

Read through, especially pages 49 to 63 where you can find all of the assessment criteria and details of your 2 year Design and Make project.



Download the Solidworks software from the link below and try to complete the first 3 or 4 tutorials. Email Mr Hancock for the code to use. (see links below)



Create your first A level A3 sheet

Having read the specification, you should know you can design and make any substantial project. SO what will you make? Create an A3 page in Word or Publisher investigating some different possibilities. Use The Internet and paste any ideas you think might be useful. Annotate the sheet with your thoughts.



Useful links

The specification for the Product Design course:
[AQA Product Design](#)
Our emails:
Mr Hancock: tha@bewdley.worcs.sch.uk
Mr O'Malley: dom@bewdley.worcs.sch.uk