

# D&T practice

The design and technology publication for the profession

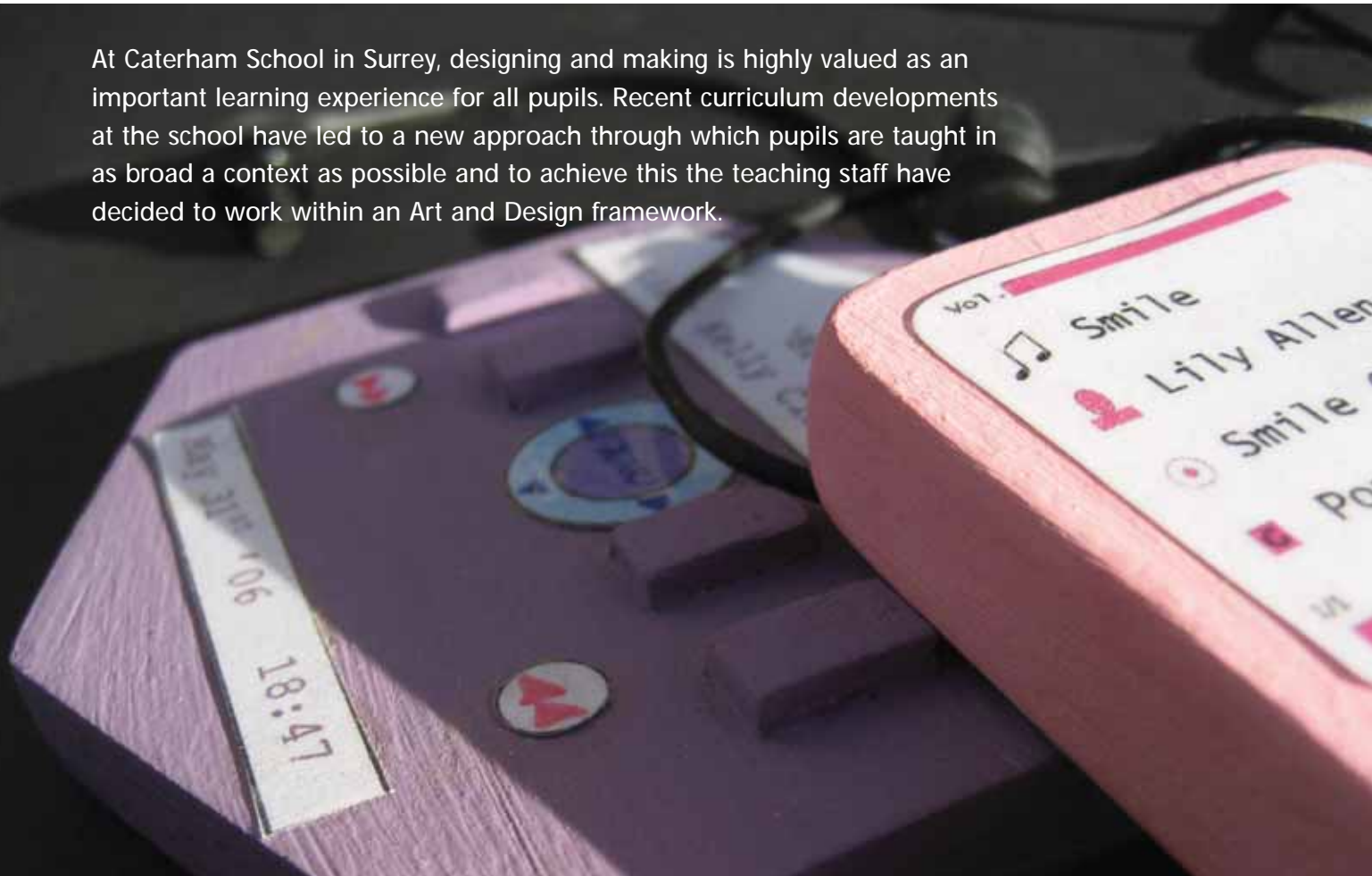
## Art or design? 3D product design at KS3



# this is the modern

## Designing and making in an Art

At Caterham School in Surrey, designing and making is highly valued as an important learning experience for all pupils. Recent curriculum developments at the school have led to a new approach through which pupils are taught in as broad a context as possible and to achieve this the teaching staff have decided to work within an Art and Design framework.



## 3D Design

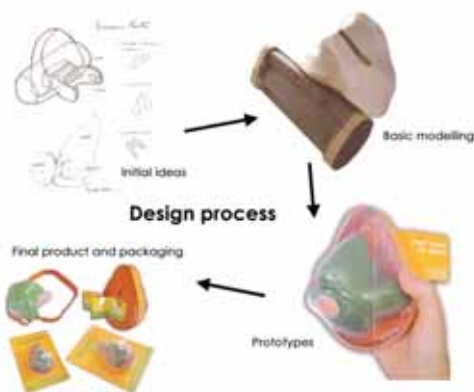
Faculty of Art & Design : Caterham School

# world

## and Design framework

Ben Wilkinson Caterham School

We develop pupils' practical skills alongside their design appreciation and subject knowledge. In Year 7 all pupils take 3D Design for two terms learning basic workshop skills involving wood, metal and plastics. Projects are fun and develop in a way that pupils learn practical skills through the exploration of their own ideas within project guidelines. Year 8 becomes more demanding with pupils branching out into product and jewellery design. For Year 9, 3D Design is an option but for those that follow it through the projects are based on design themes such as 'Structures' or 'Modernism'. By this point their sketching and drawing skills are well developed and more scope is allowed by the fact that pupils choose design briefs from a list of options.



GCSE and AS/A2 level work is taught within the framework of Edexcel Art and Design examinations (3D Design endorsed at GCSE) and this year's Year 11 and Year 12 groups will be the first to be assessed under these examinations. These courses build on earlier knowledge and are focused on the personal development of ideas towards directed final outcomes. The work of professional designers and artists is researched to help develop new and interesting ideas and concepts.

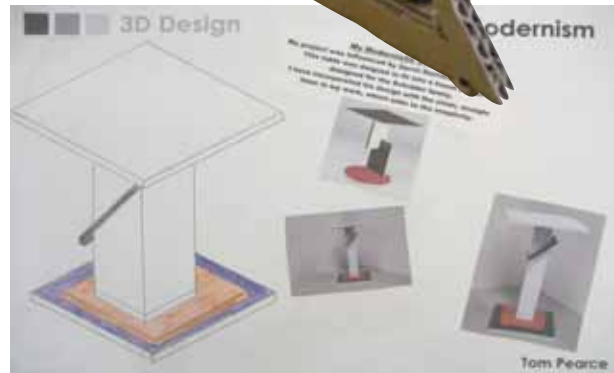
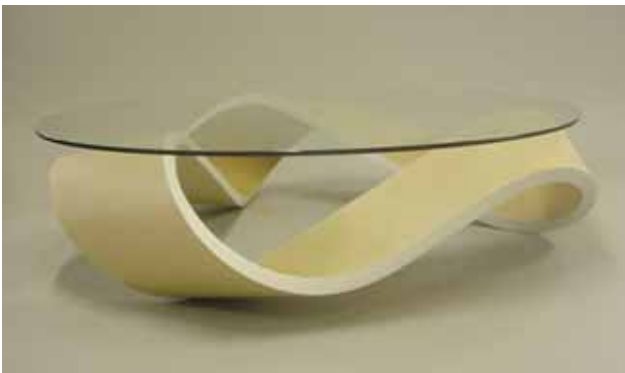


The advantages of Art and Design (3D Design endorsed):

- Several projects are undertaken over the course of the year.
- All design development work is produced and kept in a sketchbook.
- Prototypes do not have to be 'working' at AS/A2.
- Contextual studies are a large part of the course.
- All the work is displayed in an end-of-year show in June.
- Students' work progresses towards an unknown goal, enabling their design ideas to develop with them.
- Students are able to work like 'real' designers, and are not constrained by a given process.
- Various areas can be explored giving students a rounded design background.



- Students can work in other art and design areas where appropriate.
- Students experience a more contemporary approach to design.
- Areas of study include furniture, interiors, lighting, product design and jewellery.
  - Art and Design has a higher status in some people's minds, including teaching colleagues and parents and is sometimes more attractive to girls.



## Example design brief

### Modernism Project: Furniture Design – Year 9

**Brief:** 'Design and make a scale model of one of the following in the style of the Modernist Movement: chair/table/lamp.'

The main emphasis of this project will be to develop your own design ideas through sketching and modelling. You will research the areas of Modernism that you enjoy and work to your own specification.

Research, ideas and designs will be worked out in your books and through modelling. You will learn how to produce detailed sketches and artistic designs in different media. Scale prototypes will be produced by hand in the workshops using a range of hand tools and machines.

The best designs in each category will be produced as full-size working prototypes.

#### Aims

- Introduction to furniture design.
- Increase students' ability to 'develop' ideas.
- Improve knowledge of materials: woods, metals and plastics.
- Improve knowledge of tools and machines used to shape and form the above.

#### Resources

- Books and handouts on Modernism.
- Range of materials as required for designs.
- Tools to shape and form the materials.
- Appropriate safety equipment to be used in conjunction with tools.

#### Outcomes

Design and production of a scale model of a chair, table or lamp, in the Modernist style.

#### Learning Objectives

At the end of the project all pupils should:

- Have increased drawing/design abilities.
- Know what Modernism is and be able to talk about it in an Art and Design context.
- Be able to develop and explore design ideas through sketches and modelling.
- Be able to translate 2D sketches into accurate 3D scale forms.
- Be able to shape, cut and finish woods, metals and plastics, safely and to a high standard.
- Be able to relate their work to that of others.
- Be able to evaluate and assess their own work.

If you would like more information you can contact Ben at:  
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