Year 11 into 12 ‘Bridging the Gap’

PART 2: Sustainable Lamp Project

Sustainable Lamp Project

Week 5: Introduction to Project & Designer and Design Movement Research

Week 6: Context Analysis & Customer/User Profile

Week 7: Product Analysis

Week 8: Design Ideas

Week 9: Design Ideas/Materials

Week 10: Design Development

Week 11: Design Development/Modify Sheets

Introduction to Lamp Project

- To design and make a table lamp using a chosen designer as your inspiration, thinking about sustainability and the key factors you explored in Part 1.

- The mini-project will be completed by October Half Term

- You will need to make the lamp, so a good understanding of materials & processes is essential

Week 5: Tasks – Inspirations Sheet

Look at the following Designers and Movements, pick 2 or 3 from the list and find some images of their products that you like to help inspire your lamp design:

- Arts & Crafts Movement
- Art Deco
- Modernism: Bauhaus
- Post-Modernism: Memphis
- Phillipe Starck
- James Dyson
- Margaret Calvert
- Dieter Rams
- Charles and Ray Eames
- Marc Newson
- Marianne Brandt

Produce a sheet of images of your chosen designers/movements and annotate with what you like about them, how it might inspire your lamp shape

Week 6: Tasks – Context Analysis/User Profile

- Using your Designer/Movement inspiration sheet from Week 1, please come up with a Context Analysis and Client Needs/User Profile

- Think about your GCSE and the layout of the two sheets and how you might condense them down to ONE sheet

- Remember to think clearly about how you will consider **making the lamp sustainable**, for a certain user, and use a designer or movement as inspiration

Week 7: Tasks – Product Analysis

- Produce a Product Analysis of a lamp of your choice – please look at some the examples in the next few slides. They are deemed as classic design, but it is entirely up to you which lamp you choose

- Use ACCESSFMM (sheet attached to the Google Classroom Page for Week 3

- Remember you should be building from GCSE, so it should be more detailed, and you could add a couple of extra boxes, for example, info about the designer, how you might use the example to help you to design your lamp, how sustainability features in the lamp, things that you may need to consider such as manufacturing of the lamp, processes etc.

Week 8: Tasks – Design Ideas

- Produce a sheet of sketches of ideas for your lamp. 3-6 ideas. Remember quality NOT quantity

- You may want to make a list of things that you need to make sure you include in annotation around each of your designs (bit like a quick list of specification points). For example:
  - Who your design inspiration is and annotate with how the lamp links to them
  - How it fits in with your User/Target Market
  - Pencil sketches with good rendering skills seen
  - Possible materials you might use
  - Fixtures and fittings, how it will fit together
  - Possible processes you might use/how it might be made
  - How the lamp fits in with sustainability
  - What other design key factors you have considered (social, cultural, ethical, inclusivity etc.)

Week 9: Tasks – Design Ideas/Materials

- Produce a sheet about the materials that you may consider using to make your product, do not just look at one type, for example do not just decide on pine, maybe consider cedar or a different type like plywood. Please justify your choices too- are these materials normally used for this type of product for example
- Remember materials need to be sustainable
- Do the same as above, but looking at processes that could be used to make your lamp
- It may be easier to make a table for possible materials and processes, ½ a page for materials and ½ page for processes

Week 10: Tasks – Development

- This may end up taking you two weeks, hence why I have allowed a week at the end to 'catch up'
- As you know development is all about taking either ONE idea, and moving and developing it, or taking key features from a few different ideas and developing these into ONE idea
- Remember, you need to start looking at things in detail:
  - how it fits together
  - the exact dimensions
  - some deeper knowledge of how the materials you choose can be 'worked' and manipulated
  - Changes to shape for better design
  - What changes would your client/user make
  - Are you going to add a finish to it
  - What the light source will be, where will you get it from (last year we had fairy lights, press button lights, bulb and lead-so you may need to do some research about light sources)
  - Being to think about the manufacturing stages (step by step plan of making)
  - How you will make it a quality product, ensure QC and QA, and also tolerances

Week 11: Tasks – Catch up of Sheets

REMEMBER TO USE THE INFO BELOW (SAME AS LAST WEEK) IF YOU NEED TO COMPLETE THE DEVELOPMENT

- This may end up taking you two weeks, hence why I have allowed a week at the end to 'catch up'

- As you know development is all about taking either ONE idea, and moving and developing it, or taking key features from a few different ideas and developing these into ONE idea

- Remember, you need to start looking at things in detail:
  - how it fits together
  - the exact dimensions
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SUPPORT SHEETS TO HELP

Children Inspired

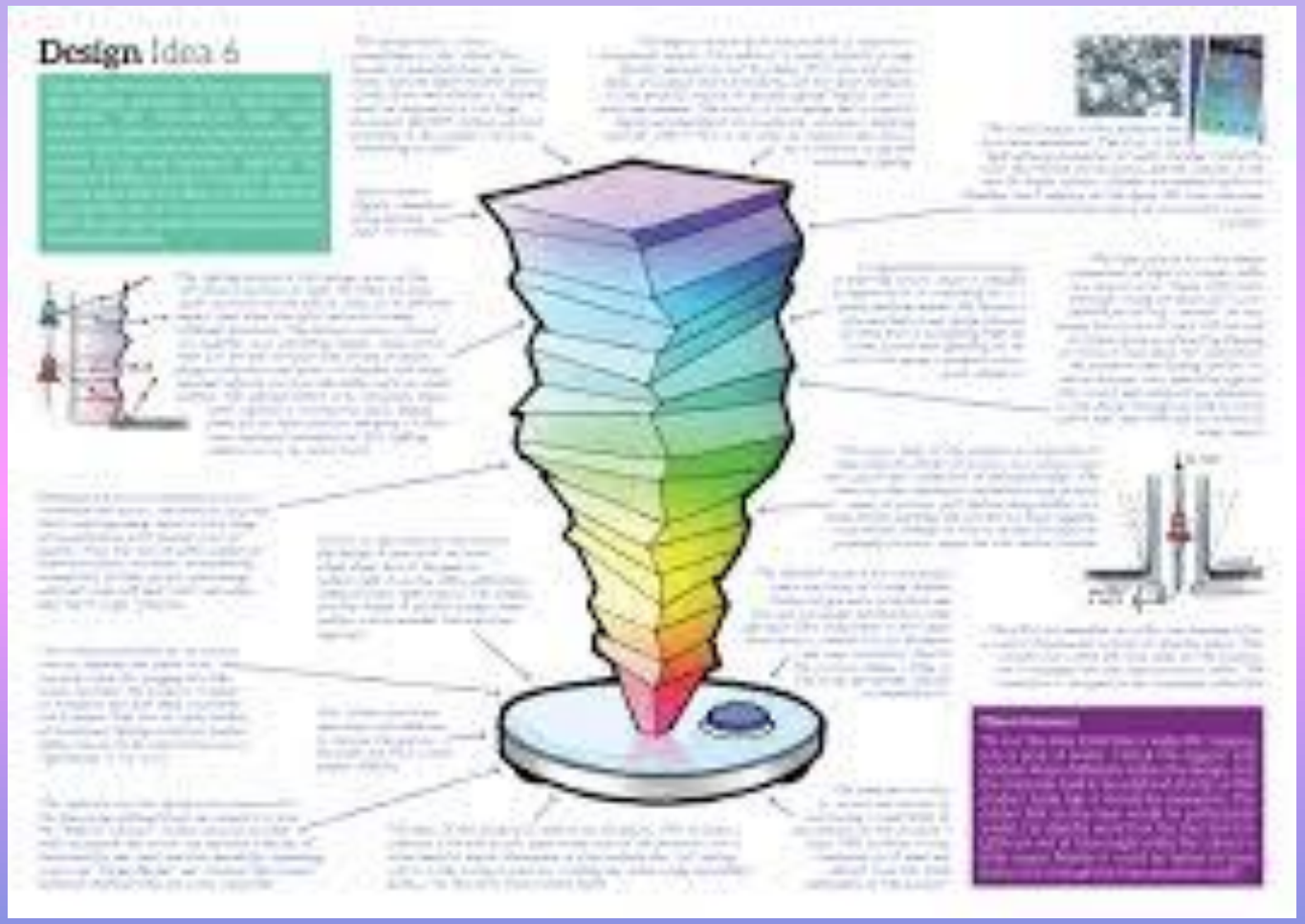
Seletti Louis

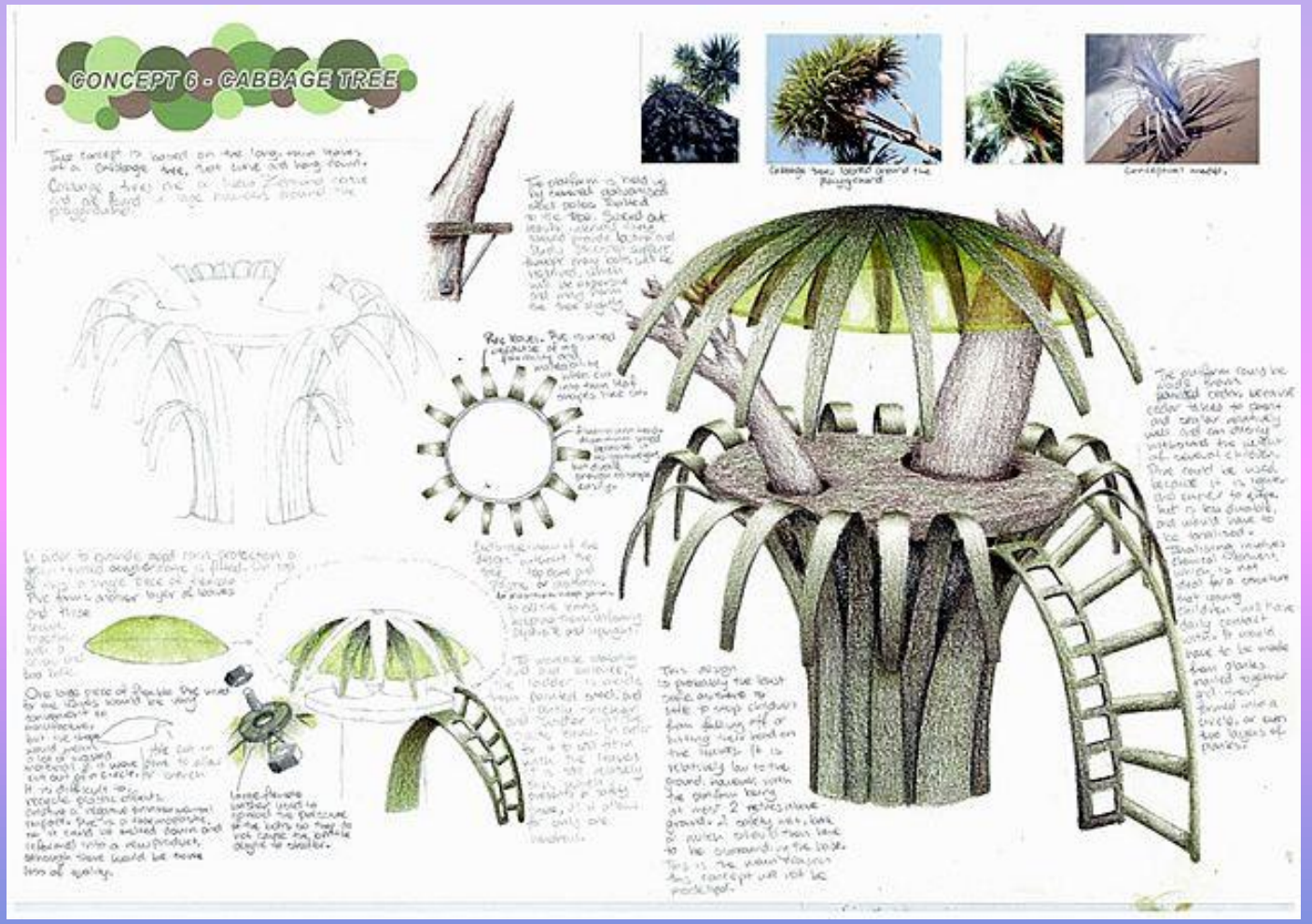
Flos - Philippe Starck

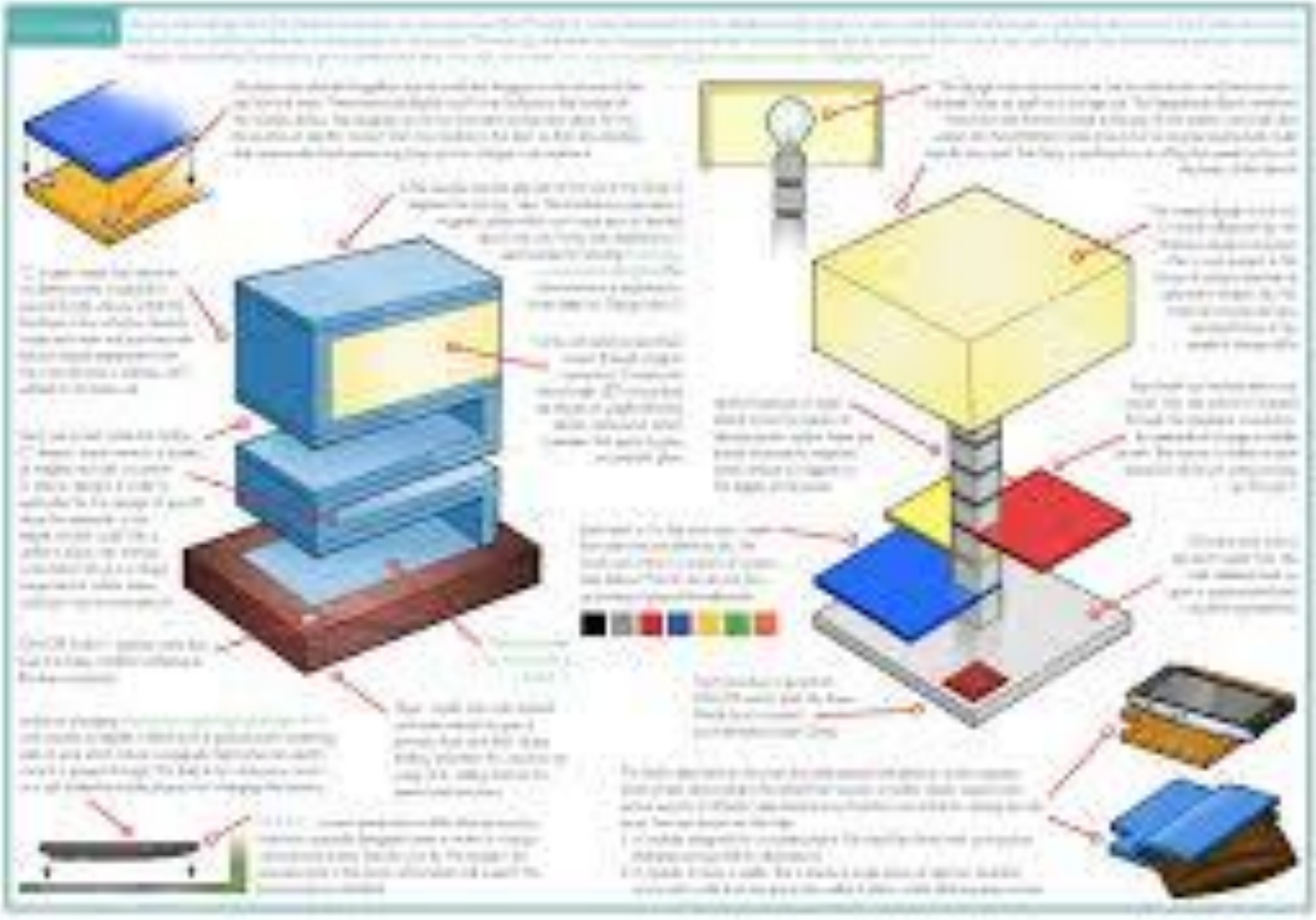
Memphis – Martine Bedin

IKEA Material Lamps

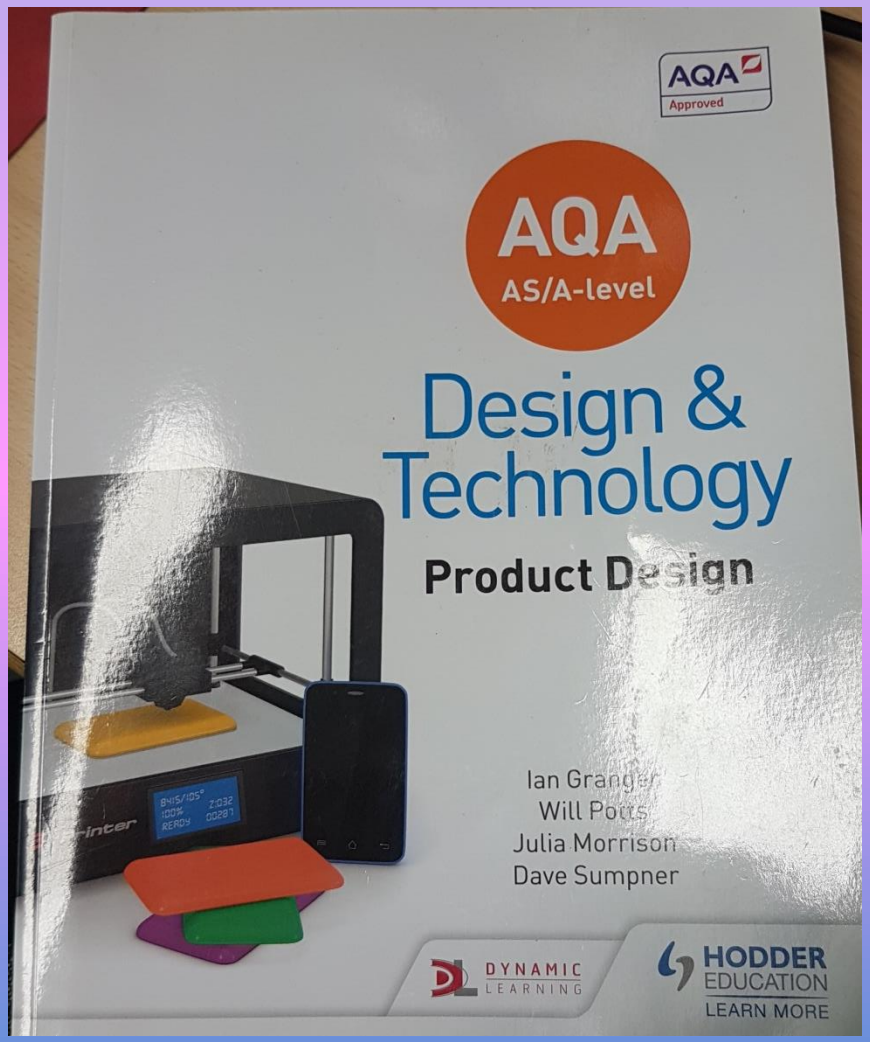
Design Idea 4


Design Idea 6


CONCEPT 6 - CABBAGE TREE



Textbook


AQA
Approved
AQA
AS/A-level
Design &
Technology
Product Design
Ian Granger
Will Potts
Julia Morrison
Dave Sumpner
DYNAMIC
LEARNING
HODDER
EDUCATION
LEARN MORE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Submission of Work

Please look for weekly/regular update of work on Google Classroom - 116FGr1 [9194013][2019]

You will be expected to submit work, either uploading documents, or taking photos of work and uploading them to Google Classroom

You can also email me on:

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