



The Bridge to Post-16 Summer Work



A Level Design and Technology Exam Board: AQA

This pack contains a programme of activities and resources to prepare you to embark on your Post-16 course in Design and Technology in September.

It should be completed throughout the remainder of the Summer term and over the Summer Holidays to ensure you are ready to start your course in September.

You MUST have this pack completed before your first lesson in the subject

The resources include:

1. Links to three websites where you can research the topics you will be exploring in the course and get a flavour of what you will be learning about in Post-16
2. Research task on key pre-knowledge topics that will help you to be successful in your course.
3. Other relevant revision/questions to help bridge between GCSE and Post-16 courses
4. Suggested therapies to help you if you are struggling with the tasks

Overall we suggest you spend around 3 hours of total work working through the tasks for Design and Technology

Therefore in total, across your 3 subjects you should be completing 9 hours of Summer Work.

Useful Websites

[ENGINEERING - DESIGN AND TECHNOLOGY \(technologystudent.com\)](http://technologystudent.com)

[The Work of Other Designers – GCSE Design and Technology AQA Revision – Study Rocket](#)

[How the work of designers has shaped our world GCSE DT - YouTube](#)

Research Task

You must create a sketchbook/ portfolio (1 designer per page) exploring the work of any of the designers attached below. AQA compulsory designers are marked with an asterisk (*) and will have been the designers you researched in GCSE.

Other Tasks

Use the research sheets attached to further your understanding of mechanical and physical properties of materials. This can be completed using the useful websites or general research, as long as it is product based properties and not general properties.

Suggestions if you are struggling

Technology Student has a variety of reading, tasks and video to support you if you don't know where to start. Annotate images collected from google.

Use the helpsheets attached below to understand what a A grade portfolio should look like.

A LEVEL DESIGN & TECHNOLOGY

INDEPENDENT STUDY

Your portfolio/sketchbook will be collected in on the last lesson of each half term for grading. It will be graded using A LEVEL grading A-U

TASK: You must create a sketchbook/portfolio (1 designer per page) exploring the work of any of the following designers. Compulsory designers are marked with an asterisk (*).

WHY?; To be an exceptional designer you will need to have a wide visual vocabulary and knowledge of designers, & design movements. The ones marked with an asterisk (*) are in the exam.

Philliipe Starck*	Product Designer	Stefan Sagemeister	Designer
James Dyson*	Product Designer	Tom Dixon	Designer
Magaret Calvert*	Graphic Designer	Yves Behar	Designer
Dieter Rams*	Industrial Designer	Eero Saarinen	Architect & Designer
Charles & Ray Eames*	Designers	Peter Saville	Designer
Marianne Brandt*	Designer	Ross Lovegrove	Product Designer
Harry Beck	Graphic designer	Erik Spiekermann	Typographer
Marcel Breuer	Designer	Milton Glaser	Designer
Coco Chanel	Fashion designer	Thomas Heatherwick	Designer
Norman Foster	Architect	Massimo Vignelli	Designer
Sir Alec Issigonis	Designer	Wolfgang Weingart	Typographer
William Morris	Designer/ Craftsman	Saul Bass	Designer
Mary Quant	Fashion designer	Joseph Muler	Designer
Louis Comfort Tiffany	Designer	Brockman	Product designer
Marcel Breuer	Designer	Ron Arad	Architect
Gerrit Reitveld	Designer	Frank Gehry	Architect
Charles Rennie	Designer	Oscar Niemeyer	Designer
Macintosh	Architect	Herbert Bayer	Designer
Aldo Rossi		Walter Gropius	

5 STEP SUCCESS CRITERIA FOR A GRADE A/ B

EACH PAGE SHOULD HAVE...

1. A short summation of the person, what they do and their design style. (3 Sentences max)
2. At least 10 images of their work. (Titled, your opinions welcomed)
3. 5 Keywords which you will use to memorise their work.
4. Sketches, CAD models of 1 design you have generated based on their work/ style. This will help you 'design in the style of', which will be a key feature in the exam.
5. A short evaluation of what you think of their work. (3 Sentences max)

GRADE A EXAMPLES

Robert Delaunay: PROFILE



Early life:
Robert Delaunay was born in Arras, France, in 1885. He was a pioneer of the Orphism movement, which was a branch of Cubism. He was known for his use of bright colors and geometric shapes. He was also a writer and a theorist of art.

Style:
Delaunay's style is characterized by its use of primary colors and geometric forms. He was influenced by the work of Piet Mondrian and the De Stijl movement. His work is often described as 'Orphism', a term he coined to describe the use of color and light in his art.

Other life:
Delaunay was married to Sonia Delaunay, who was also a painter and designer. They worked together on many projects, including the design of the interior of the Hotel de Ville in Paris. They were also active in the political and social movements of their time.





CHUCK CLOSE




Contemporary Graphics and Illustration



Robert RAUSCHENBERG




The paintings that I look at are those that seem to have been made by hand, not by machine. They are the ones that I like best. They are the ones that I can see in my mind's eye. They are the ones that I can feel in my heart. They are the ones that I can touch. They are the ones that I can taste. They are the ones that I can smell. They are the ones that I can hear. They are the ones that I can see. They are the ones that I can feel. They are the ones that I can touch. They are the ones that I can taste. They are the ones that I can smell. They are the ones that I can hear. They are the ones that I can see.





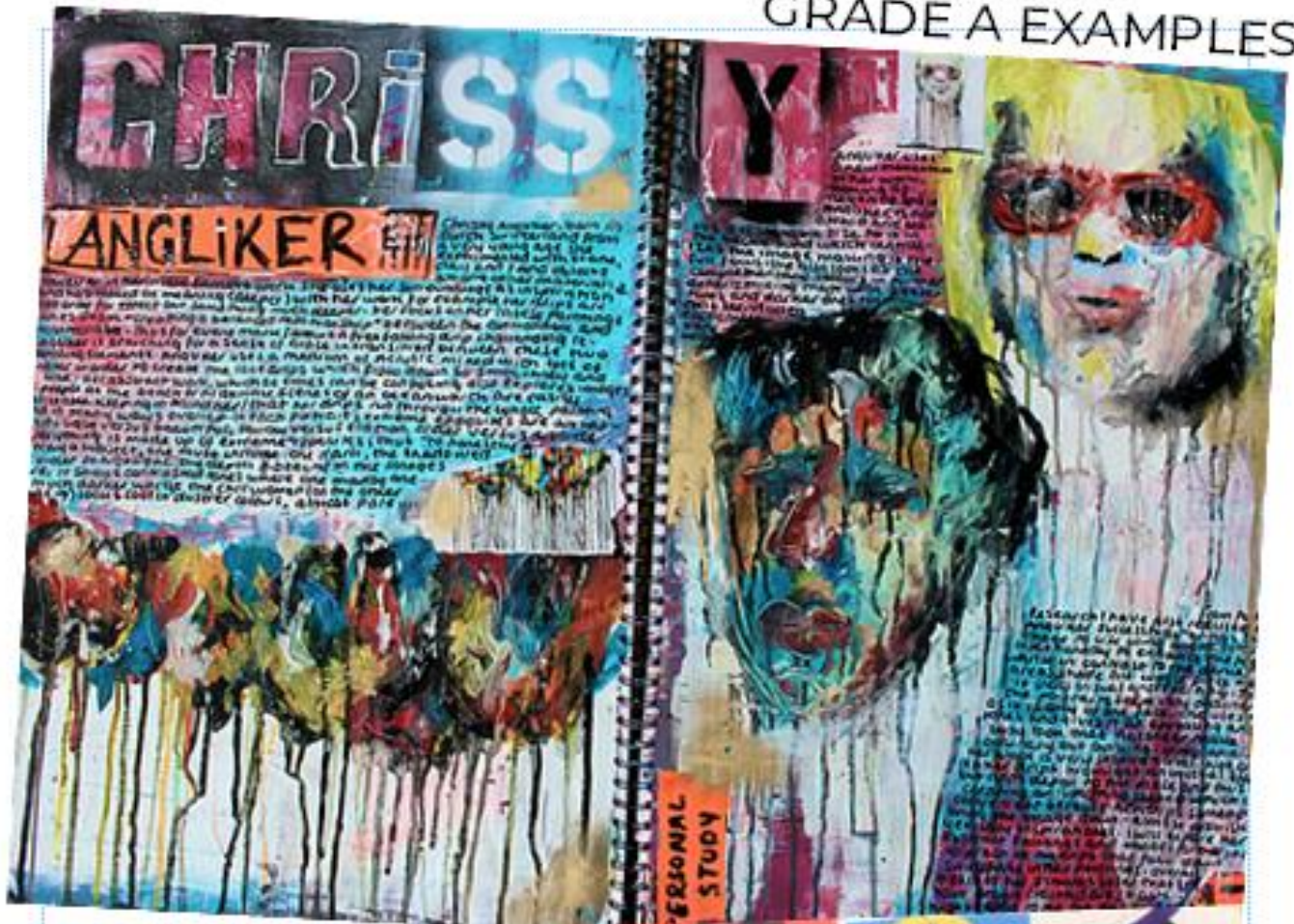
By Mark, Elizabeth, Kelly, David, & Alexandra (2002)



Robert Rauschenberg is a contemporary American painter. He is known for his use of color and light in his art. He was a member of the Op Art movement, which was a branch of Abstract Expressionism. He was also a theorist of art.



GRADE A EXAMPLES



Torsional strength

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Hardness

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Toughness

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Plasticity

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Fusibility

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Magnetism

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Elasticity

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Density

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Ductility

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Malleability

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Corrosion resistant

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Electrical conductor

Definition	Which category of property? <input type="radio"/> Electrical <input type="radio"/> Thermal <input type="radio"/> Optical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Compressive strength

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Tensile strength

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Bending strength

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce

Shear strength

Definition	Which category of property? <input type="radio"/> Physical <input type="radio"/> Mechanical
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Task: Find 3 products and state why this property is suitable for each product. (You must refer back to the product)

	Reduce