Headlands School

Subject Information

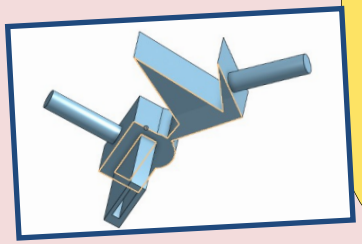
Overview:

Y10 is dedicated to Component 1 of the course — which is worth 60% of your GCSE.

Year 10 GCSE 3D Design — taught in specialist technical workshops and ICT suites. A variety of creative and practical tasks are undertaken to develop the skills required of a designer/maker. This includes design and make projects, focused practical tasks, learning about other artists/designers, drawing, model making including CAD, and making products in 3 Dimensions using a range of materials.

GCSE 3D DESIGN

Year 10

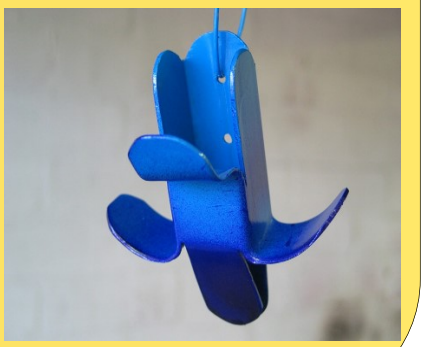


Term 1:

Your year starts with a mini project. You will look at the work of another Artist/Designer and take inspiration from their work. Following will be the creation of a series of wooden 3D structures where you practise manufacturing skills and begin to develop a visual language.

Alongside this you will be developing drawing skills— both 2D and 3D.

You will also begin a more sustained project. Your task is to take a piece of reclaimed mild steel table leg, and imaginatively reshape it making a hanger or hook. Design investigation involves looking at existing designers and borrowing ideas from them before developing them into your own. You will carry out lots of sketching, model making and more technical isometric drawing. You will learn how to cut, shape, heat up and bend the metal, thinking about the technical properties of the material as you do so.

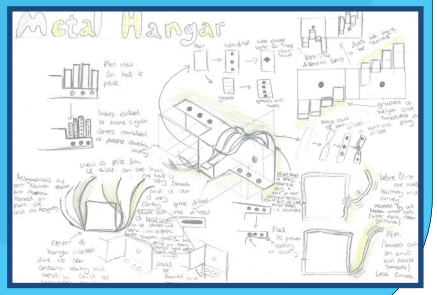


Term 2:

The sustained project continues. Following some experimental cardboard modelling techniques the hanger design will be redeveloped at a larger size using corrugated cardboard.

You will continue to develop 3D drawing skills—additionally you'll be developing 3D drawing skills using CAD (Computer Aided Design).

Homework will cover additional drawing skills and analysis of other designers and their work.



Term 3:

This term you will complete some Focused Practical Tasks where you build a range of traditional wood joints to develop your skills in cutting and assembling with accuracy.

A sustained project will follow where you will use a range of materials to create an automata. An automata being a moving mechanical device. Your automata should show your ability to create an imaginative design with parts that move in an interesting way.

This project will run into the first term of Y11.