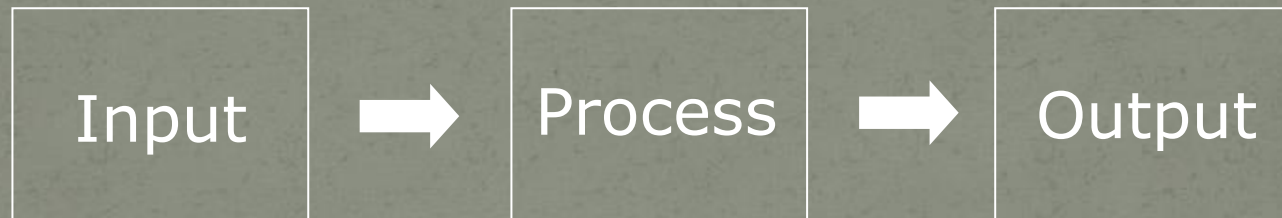


Systems

- A system uses parts that work together



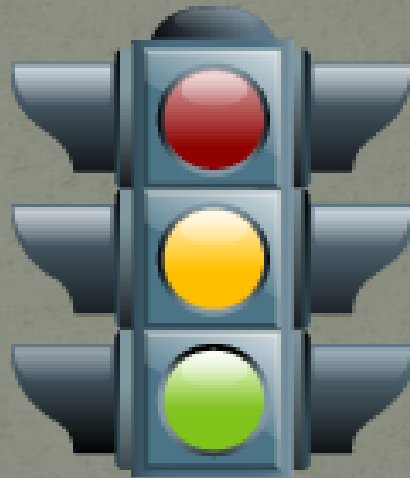
Electronics

- An electronic system changes energy



Traffic Lights

- Write a program for a traffic light sequence



Analysing Products

- Draw a picture of your program, colour and label inputs, process, output and feedback sections

Homework

- Present a product analysis to include:

A title “Analysing Products”
with a page about what’s there and why
a page about how the product works
and a page about industrial manufacture

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a drawing, coloured and labelled

L5 = with a page about what's there and why

L6 = a page about how it works

L7 = and a page about industrial manufacture

Mechanisms

- A mechanical system changes motion and force



Card Linkage Toy

- Write your name and form on an A3 folded sheet and draw one idea based on the theme of animals

dorlingkindersley-uk.co.uk

Scamper

- Ask another pupil to 'Scamper' your idea

Erase

Substitute

Reverse

Copy

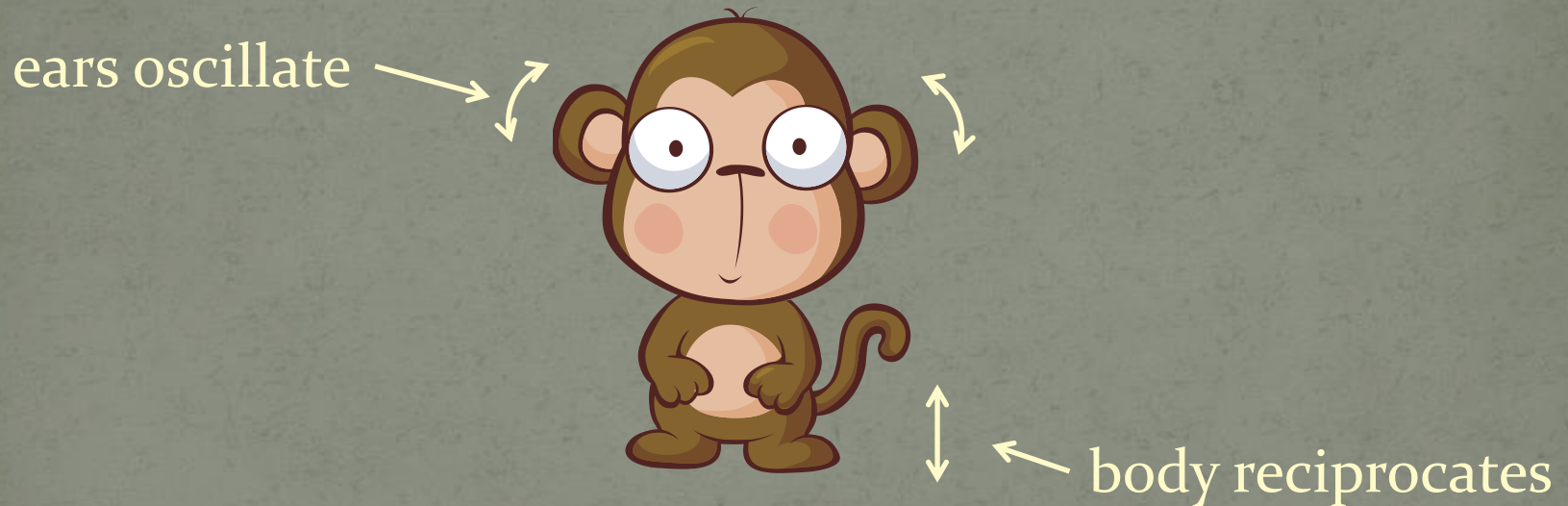
Add

Pattern

Move

Developing Ideas

- Draw at least two ideas, colour and label



Homework

- Present your idea development to include:

A title “Developing Ideas”
with a page about good/bad points
a page about improvements
and a page about your final design

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a drawing, coloured and labelled

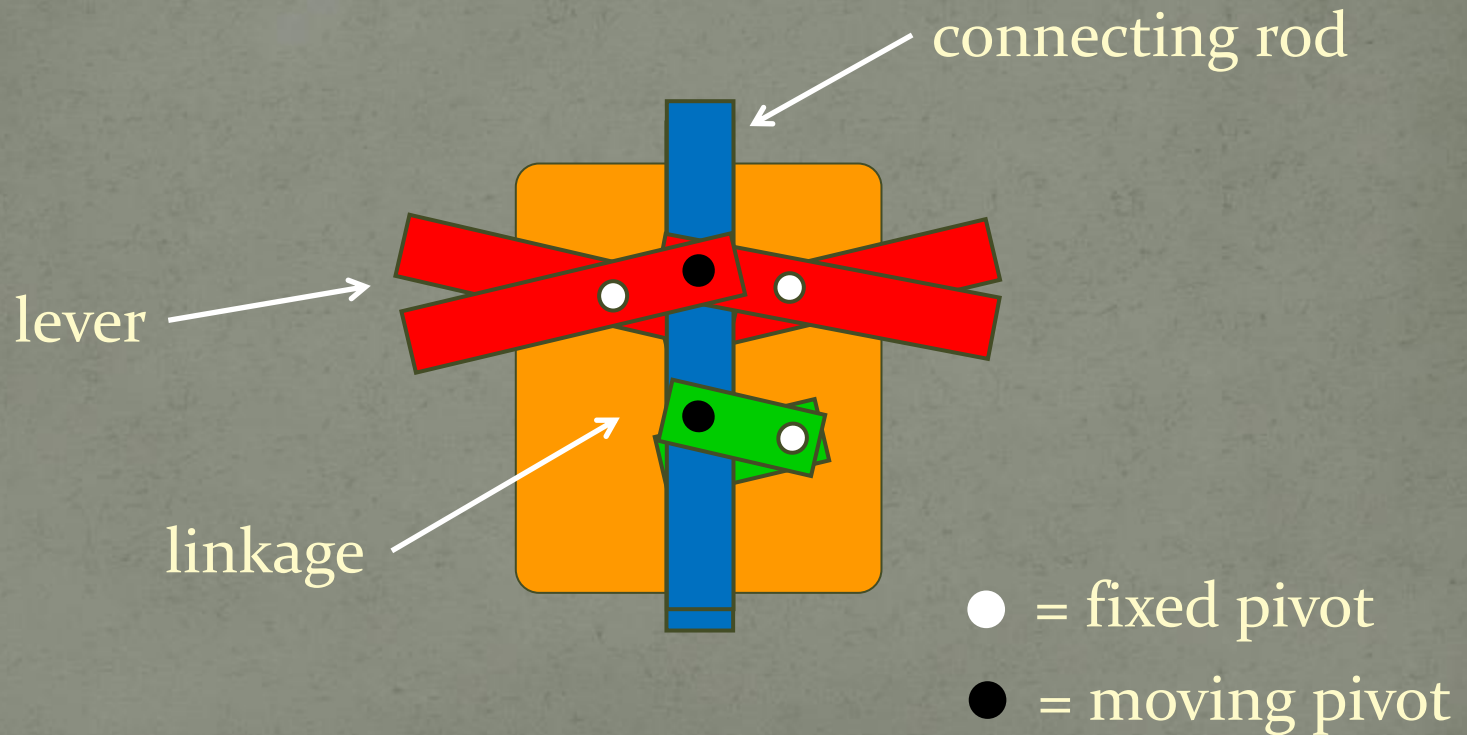
L5 = with a page about good/bad points

L6 = a page about improvements

L7 = and a page about your final design

Modelling

- Model your 'card linkage toy'



Making Products

1

- Disassemble your model
- Use as a template

2

- Draw ***lightly*** round your template
- Line in using black biro

3

- Outline using black biro
- Cut out leaving 3mm border

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a complete product

L5 = a well assembled product

L6 = a quality product

L7 = a high quality product

Snack Pack

- Draw ideas for a healthy snack pack using association, colour and label

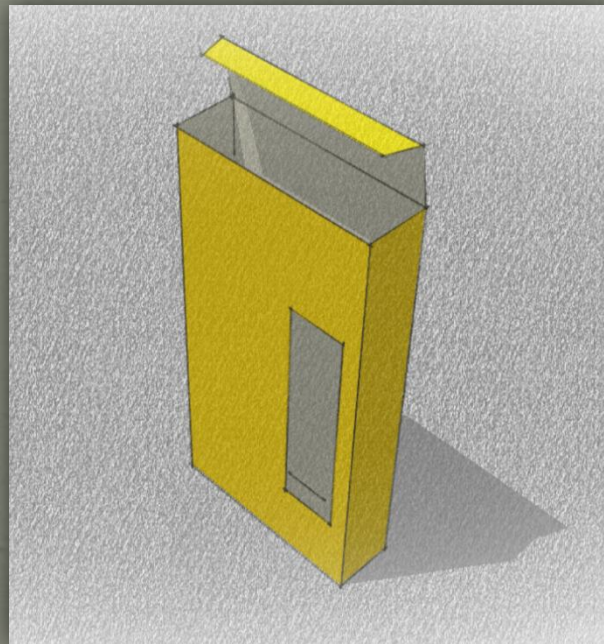
oranges = sunshine

bananas = monkeys

carrots = rabbits

Modelling

- Use Photoshop and Google Sketch up to develop and model your healthy snack pack



Making Products

1

- Print your surface development (net)

2

- Cut out *accurately*

3

- Score using scissors

4

- Crease, glue and assemble

Assessment

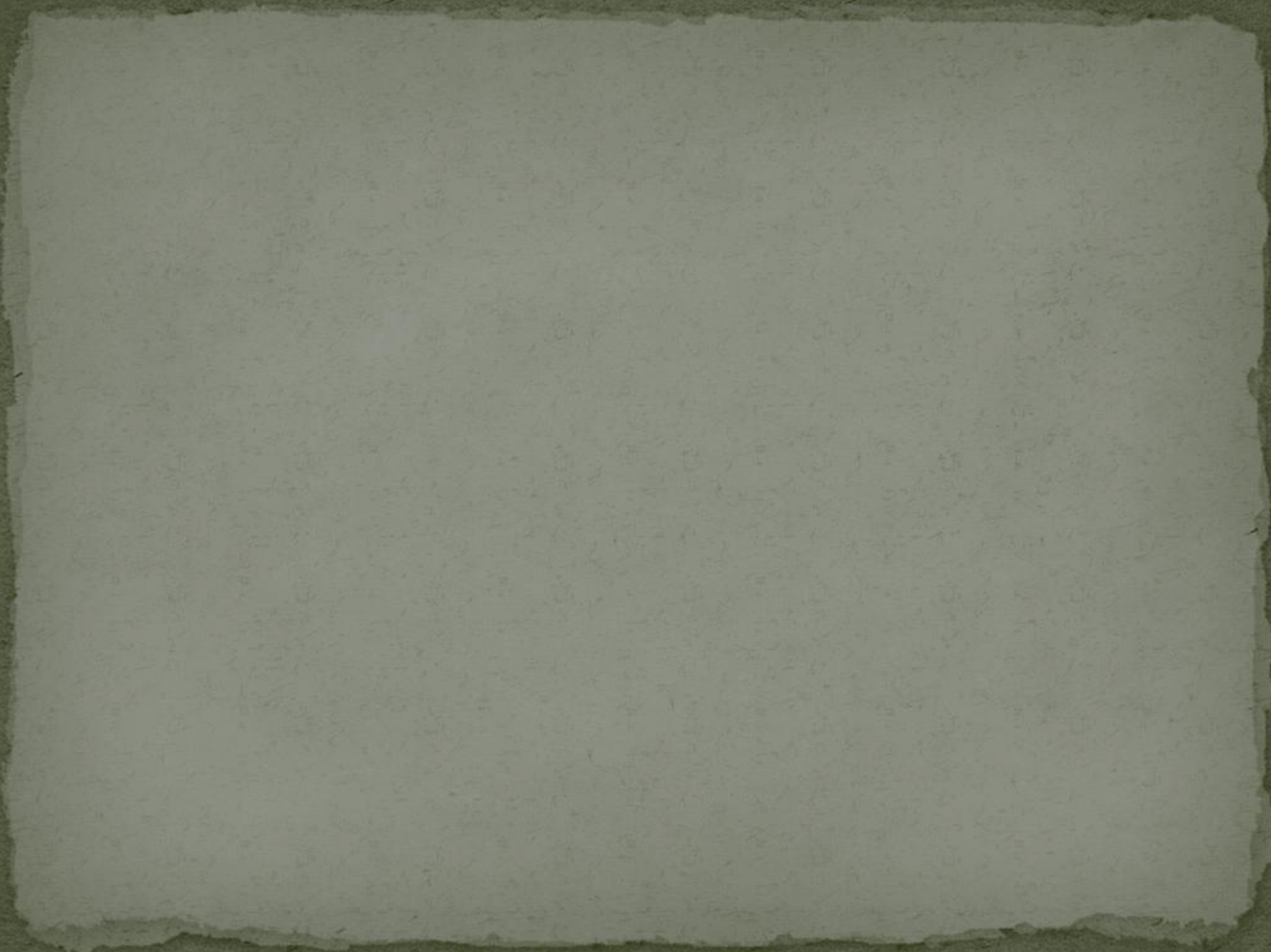
- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a complete product

L5 = a well assembled product

L6 = a quality product

L7 = a high quality product



Fame

- Use 'Fame' to evaluate a snack pack, score 1 to 3

	Snack Pack 1	Snack Pack 2
Function		
Aesthetics		
Manufacture		
Environment		

Evaluating Products

- Draw a picture of your snack pack, colour and label

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a drawing, coloured and labelled

L5 = with a page about good/bad points

L6 = a page about improvements

L7 = and a page about your new design

Extension

- Write an article about your experiences in Systems/Graphics include photographs and add your name and form
- Visit robertsabuda.com and learn how to make a Pig, Frankenstein and Ship Pop-up

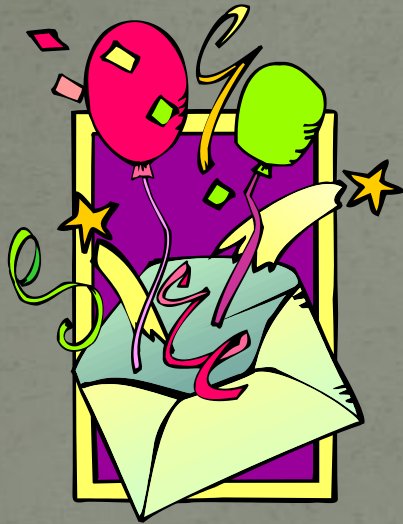
Design Brief

- Design and make a sustainable product to meet one of the 6 'R's' – Reduce, Reuse, Recycle, Refuse (to buy), Repair and Rethink



Pop-up Card

- Write a list of 'things' you need to find out about pop-up cards



What are they?

How are they made?

Are there any specialist tools?

Are there any specialist techniques?

Are there any successful designs?

Are there any regulations?

Analysing Products

- Draw a homemade card, colour and label to show the materials used

Homework

- Present a product analysis to include:

A title “Analysing Products”
with a page about what’s there and why
a page about how the product works
and a page about industrial manufacture

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a drawing, coloured and labelled

L5 = with a page about what's there and why

L6 = a page about how it works

L7 = and a page about industrial manufacture

Developing Ideas

- Draw at least two ideas, colour and label to show the materials used

Homework

- Present your idea development to include:

A title “Developing Ideas”
with a page about good/bad points
a page about improvements
and a page about your final design

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a drawing, coloured and labelled

L5 = with a page about good/bad points

L6 = a page about improvements

L7 = and a page about your final design

Modelling

- Reuse materials to model your card



Making Products

1

- Disassemble your model
- Use as a template

2

- Draw *lightly* round your template
- Cut out carefully

3

- Assemble using paper adhesive
- Fold and finish

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a complete product

L5 = a well assembled product

L6 = a quality product

L7 = a high quality product

Evaluating Products

- Draw a picture of your greeting card, colour and label to show the materials used

Homework

- Present your product evaluation to include:

A title “Evaluating Products”
with a page about good/bad points
a page about improvements
and a page about your new design

Assessment

- Layout your work in rank order, best on the right and rest on the left, level and grade your work, suggest one improvement

L4 = a drawing, coloured and labelled

L5 = with a page about good/bad points

L6 = a page about improvements

L7 = and a page about your new design

Presentation

- Present your work to the rest of the group and decide which group will go in to the final



Final Presentation

- Each winning team will give a performance of their presentation to the half-year group
- Staff will assess each group based on the quality of the content and the presentation
- The winning teams will receive certificates
- The overall winners will receive merit badges

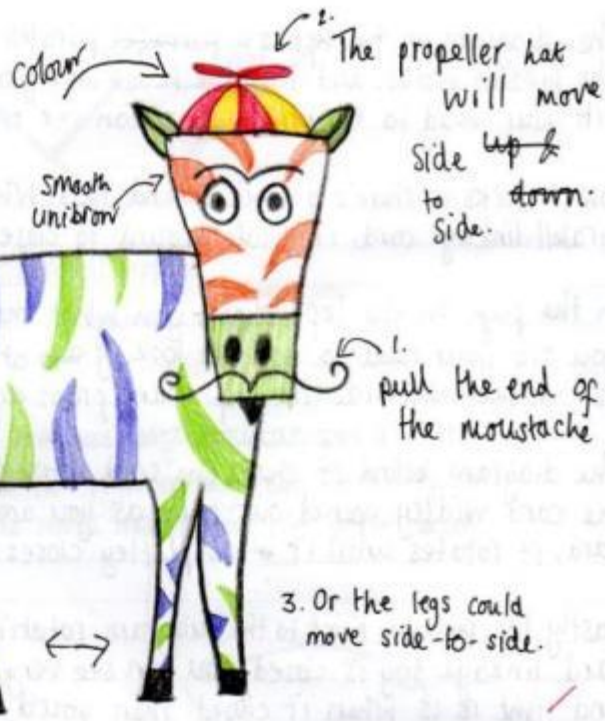
Extension

- Write an article about your experiences in Systems/Graphics include photographs and add your name and form

Zebra designs

①

Same outline as original idea starts



Different colour stripes

②



Developing ideas

On the page on the left, my first idea is a very 'crazy' zebra. It has the same outline as the original idea. On my original zebra, my zebra had black stripes like any zebra, the first one on the left has orange, purple and green, they're good colours because ~~bee~~ it's bright and catchy. Another positive thought about number 1, is the propeller hat. It's crazy and nothing people have seen before. I also like the stars on the zebra's back to go with the propeller hat, they're matching colours. The unibrow, the moustache and the goatie beard is a very nice touch.

The negative thoughts about my first zebra idea is that it is the same outline as my original. My original idea was very simple, black stripes, black hooves, etc. The other negative thought about my first idea is that the stripes on my crazy zebra don't match with the colours on the propeller hat and the stars on the back which is red and yellow.

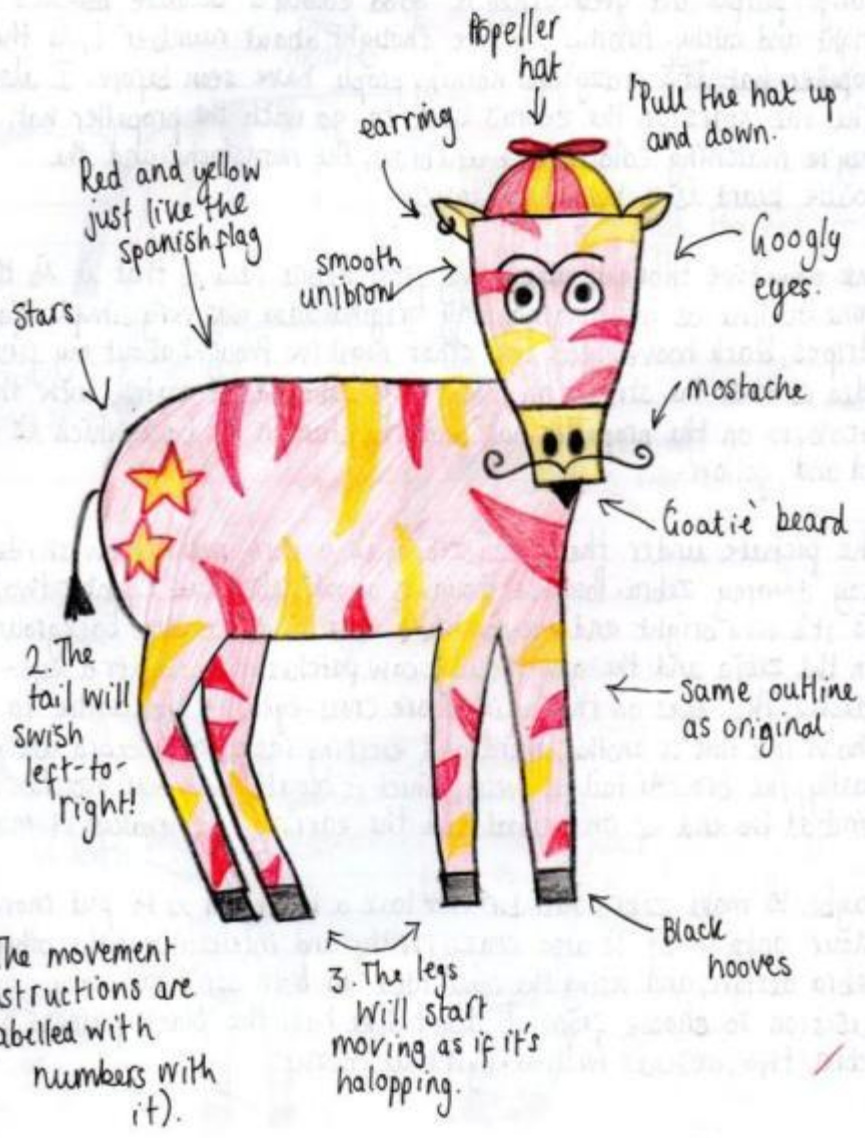
The picture under the crazy zebra, is a very manly, cowish, day-dreamy zebra. Positive thoughts about zebra ~~with~~ number two, is it's very bright and eye-catching. I like how the blue background on the zebra and the grey-cloudy-cow patches make it extra eye-catching. The eyes on the animal are cross-eyed in the centre to show that this is another weird and exciting idea for a zebra design. Lastly, the broccoli tail is weird, which is something you wouldn't find at the end of an animal and the earring just makes it manly.

Maybe to make zebra number two look a bit better is to put more colour onto it. It is also crazy, witty and interesting as the other zebra design, and using the same idea on both isn't an easy decision to choose from. I don't like how the black patches on zebra two, matches with a light blue colour.

My final design!

7a

your work is outstanding - clear, well presented and informative - well done!



Improving my ideas

On the previous page where the zebras are drawn, I was pointing out the negative thoughts. Here is how I could improve those zebra designs:

Obviously, I will make the final design eye-catching for parents to say "wow", and then buy for their children because children like anything with bright colours.

I will keep the same outline on my final idea as the original one. The legs will be the same length and same size, it will also have hooves at the bottom. The accessories each of the zebras have will be kept until they are used on the final idea.

The ways I could improve my first zebra is by not leaving so many white blanks. I would like to only keep a few. Next, I will start thinking about using colours that will match with other ones. Lastly, I want to add more accessories which makes the idea witty.

Whereas on my second idea, the black doesn't go well with the blue so I could use a different colour, and also not using blue to colour in the whole thing, but by using a various amount of other colours. Then, by not using the same ideas as my first idea, it's hard to pick which one you like, which is why I'm resolving all my negative thoughts, and slightly merge the two ideas together...

My final idea, is simple but good and eye-catching. The zebra will be a 'spanish' zebra because I'm going to use red and yellow just like the colours of its flag. I am keeping the same outline. I'm putting on a goatie beard, a moustache, a propeller hat, a unibrow, an earring from design number two along with the stars on its back.

