



Year 9 Product Design Pinball Machine Project Overview



Assessment Focus:

What areas will you be assessed on in this project?

Research & Investigate

Design & Development

Making

Evaluation & Testing

Knowledge & Communication

Research & Investigate

Students will be assessed on their ability to conduct a product analysis on 3 similar products using ACCESS FM. They should be able to reflect on their findings and write a conclusion. Identify what is good/bad about a product.

Design & Development

Students will develop design ideas for their pinball machine theme board. This will be in the style of either Romero Britto and/or Keith Harring. Students will need to use feedback from peers and the design criteria to reflect and create a final design idea.

Making

Students will produce a final prototype that shows a high level of making/finishing skills. The prototype must be accurate and correct and safe use of the tools and equipment used.

Evaluate & Testing

Evaluation of the final prototype; against the design brief and specification, identify improvements of the prototype, collect feedback from third party and respond to feedback.

Knowledge & Communication

End of Unit Knowledge test.

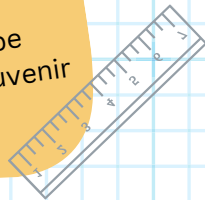
Cross-Curricular Links

Maths:

Working out costs of a product
Measuring accurately

Business:

Producing a product that can be
sold in the design museum souvenir
shop.



Key Words

Timber
Specification
Function
Aesthetics
Ergonomics
Anthropometrics
Prototyping
Manufacture
Iterative Design

Student Reflection & Targets

Reflect on your last project and set your self a target to work on in this DT project. **RED PEN**

1: What did you enjoy most about your previous project?

2: What would you do differently?

3: Set a target for yourself (what would you like to improve? this could be a skill)

