

Topic Area	RAG Before Taught	RAG After Taught	RAG after Assessment	RAG after revising	RAG after Mocks
Students should be aware of, and able to explain, different approaches to user centred design. That in approaching a design challenge there is not a single process, but that good design always addresses many issues, including: • designing to meet needs, wants or values • investigations to inform the use of primary and secondary data: • market research • interviews • human factors • focus groups • product analysis and evaluation • the use of anthropometric data and percentiles • the use of ergonomic data • the development of a design proposal • the planning and manufacture of a prototype solution • the evaluation of a prototype solution to inform further development.					
Students should be aware of, and able to discuss, how key historical design styles, design movements and influential designers that have helped to shape product design and manufacture.					
Students should be aware of, and be able to discuss, key design styles and movements and their principles of design, including: • arts and craft movement • Art Deco • Modernism, eg Bauhaus • Post modernism, eg Memphis.					
Students should be aware of, and be able to discuss, the work of influential designers and how their work represents the principles of different design movements, including: • Phillipe Starck • James Dyson • Margaret Calvert • Dieter Rams • Charles and Ray Eames • Marianne Brandt.					
Students should be aware of, and able to discuss, how socio economic influences have helped to shape product design and manufacture, including: • post WW1: the Bauhaus and development of furniture for mass production • WW2: rationing, the development of 'utility' products • contemporary times: • fashion and demand for mass produced furniture • decorative design.					
Students should be aware of, and able to discuss, how major developments in technology are shaping product design and manufacture, including: • micro electronics • new materials • new methods of manufacture • advancements in CAD/CAM					
Students should be aware of, and able to discuss, the responsibilities of designers and manufacturers, including: • products are made using sustainable materials and ethical production methods • the development of products that are: • culturally acceptable • not offensive to people of different race, gender or religious belief • the development of products that are inclusive • the design and manufacture of products that could assist with social problems, eg poverty, health and wellbeing, migration and housing • the impact of Fairtrade on design and consumer demand • designing products to consider the six Rs of sustainability.					
Design introduction, evolution, growth, maturity, decline and replacement. Students should be familiar with examples of how designers refine and re-develop products in the lifecycle of specific products.					