

CTS Transition Work

To help you make the transition from year 11 to year 12, we have created an activity pack which will help you in making the transition easier.

In this PowerPoint, there are books, articles, podcasts and videos all relating to the world of Design Engineering.

In addition, we have created a project based on design sketching which is something all of you will have done in year 11.

These challenges are to remind you of how to present your design ideas which will be essential when it comes to your course work!

If you require any assistance then please contact the homelearning@corbytechnicalschool.org



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Wider Reading (Books, articles, podcasts and videos)

Below is a list of links to relevant websites, articles, videos, shows etc. etc.

These are here purely to extend your knowledge of current trends in design and how it is currently being used in the world today.

Evidence any wider reading you do by summarizing what you have learned. (potentially through bullet points, a review, a small paragraph, a reflective piece of writing or any other media you find appropriate such as trying out some of the drawing techniques)

- <https://99percentinvisible.org/?fbclid=IwAR3-foomikomcOnvRDw79upF5BnrVkY9W5cuU2ix82ntkjuYOL6qEsJ4L84> – **A long series of podcasts about products and other ways in which design has impacted the world**
- <https://www.bbc.co.uk/programmes/b08k9pv0?fbclid=IwAR1O-REp7H72oZnoEemZZ6Bby7mXouo019xlfZR1wuENSAAoFKI--NPhqXo> – **Podcast about ideas and inventions that created the modern world.**
- <https://www.dezeen.com/design/> - **podcasts, articles, design newsletters and magazine.**
- <https://www.bbc.co.uk/programmes/m000gwzg> **How to Make series starts beginning of April on BBC Four**
- <https://www.bbc.co.uk/iplayer/episode/m0007trf/bauhaus-100> **Bauhaus 100**
- <https://www.bbc.co.uk/programmes/b05ttnd7> **Handmade craft**
- <https://www.bbc.co.uk/programmes/b09rfb1v> **Inside story of IKEA**
- <https://www.youtube.com/channel/UCELt4nocnWDEnYJmov4zqyA> – **How Its Made YouTube. Loads of content on production processes and materials uses.**
- <https://www.youtube.com/watch?v=9uOMectkCCs> – **The Secret of Great Design – TED Talk**
- https://www.youtube.com/channel/UC62Ngds_ZBWkX-6yFV-10UQ – **Product designer maker youtube channel**
- <https://www.youtube.com/channel/UCxyQKi7ipjA3Cz-VQUYanNQ> – **Producttank youtube channel**
- <https://www.youtube.com/watch?v=FwvLkmdV9QA> – **Interview with Braun**
- <https://www.youtube.com/watch?v=wChkvofR7Q0> – **Dieter Rams' 10 Principles of Good Design**
- <https://www.thisiscolossal.com/category/design/?fbclid=IwAR0X73ArtGT6jqMp2f5xYddmmSEDTf1z47FO1-XyZylhyCt14rOxVYjGc18> – **Design magazine/articles**
- <https://www.netflix.com/gb/title/80057883> – **2 Netflix series about the art of design**
- https://www.youtube.com/channel/UCJyreQlgA_X62cfouSlrgMw – **Lockdown lectures are excellent but there are other sections too**
- <https://designmuseum.org/digital-design-calendar> – **Digital exhibitions and articles**
- <https://www.youtube.com/watch?v=iVy0qGqmKFU> – **How to sketch like a product designer**
- <https://www.youtube.com/watch?v=O-SM3Fpcji0> – **Industrial and product design sketching**
- <https://www.youtube.com/watch?v=DRq60nRWYDI> – **Marker pen shading and rendering basics**

DT/ Engineering Online Learning and Courses

There are a large variety of courses that you can do and complete online to enhance your learning.

Some of the content may be aimed at y13+ but give it a go, you might surprise yourself!

Future Learn Courses

- <https://www.futurelearn.com/courses/designing-futures>
- <https://www.futurelearn.com/courses/medtech-trends-and-product-design>
- <https://www.futurelearn.com/courses/modern-building-design>

Open University have free Design related courses here:

- <https://www.open.edu/openlearn/science-maths-technology/design-innovation/design/content-section-0?active-tab=description-tab>
- <https://www.open.edu/openlearn/science-maths-technology/design-innovation/design-thinking/content-section-0?active-tab=description-tab>
- <https://www.open.edu/openlearn/science-maths-technology/computing-ict/designing-the-user-interface-text-colour-images-moving-images-and-sound/content-section-0?active-tab=description-tab>
- <https://www.open.edu/openlearn/science-maths-technology/engineering-technology/introduction-design-engineering/content-section-0?active-tab=description-tab>
- <https://www.open.edu/openlearn/science-maths-technology/introduction-interaction-design/content-section-0?active-tab=description-tab>
- <https://www.open.edu/openlearn/science-maths-technology/engineering-and-technology/design-and-innovation/design/people-centred-designing/content-section-0?active-tab=description-tab>
- <https://www.open.edu/openlearn/nature-environment/natural-history/studying-mammals-winning-design/content-section-0?active-tab=description-tab>

Year 11 to Year 12 A Level DT/ Eng Transition Project

WHAT?

Create a visual sketch journal which aims to develop design skill a small A5 or A4 sketchbook.



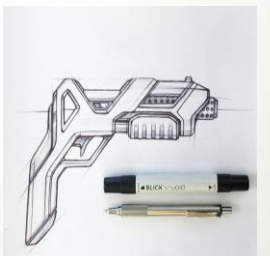
HOW?

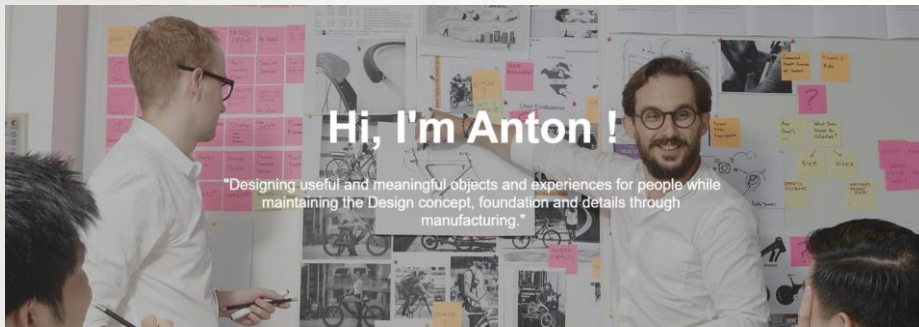
Use a combination techniques and media to illustrate the suggested themes using a range of materials, techniques & processes.



WHY?

To develop & refine your observation and technical drawing skills by looking more closely at things around you that you see everyday, & to explore skills in creating drawings for design.





Anton Ruckman is a *Multidisciplinary Designer* who has launched video tutorials to teach you all the basics you need to know to become an elegant and skilled design sketcher.

<https://antonruckman.myportfolio.com/story>

Each week follow Anton's 'Beginners' tutorials and recreate his samples in a sketchbook/notebook of your own.

Once complete, you will then complete a sketch a week challenge between now and the summer holidays.

What do I need?

An A4/A5 notebook / sketchbook / paper

A mobile phone / laptop / tablet with access to youtube

A Pencil / sketch pencils

Biro pen

Ballpoint pen

Rubber

Sharpener



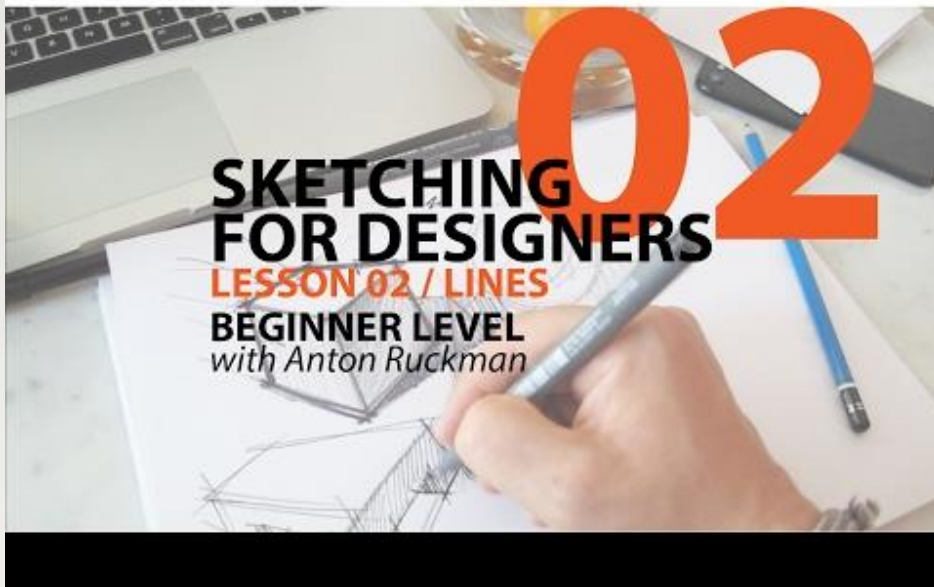
WEEK 1

Watch the tutorial and copy the techniques demonstrated



LESSON 1: Basic Tools

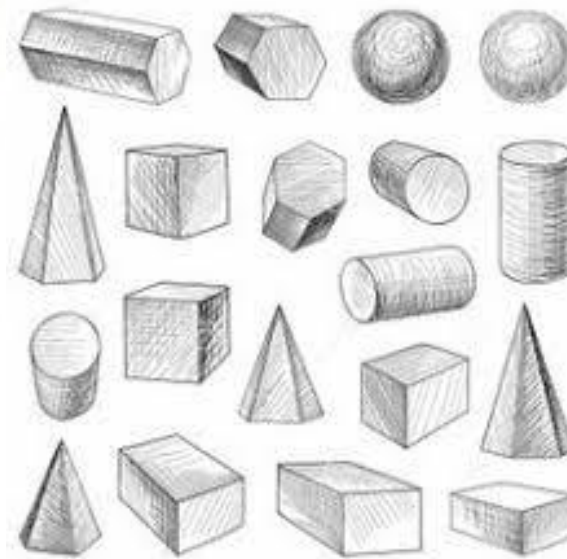
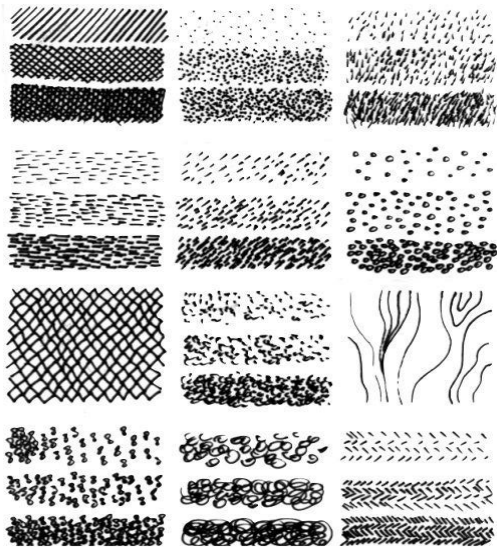




Watch the
tutorial and
copy the
techniques
demonstrated

WEEK 1

LESSON 2: Lines



WEEK 2

Watch the
tutorial and
copy the
techniques
demonstrated



LESSON 3: Basic Shapes

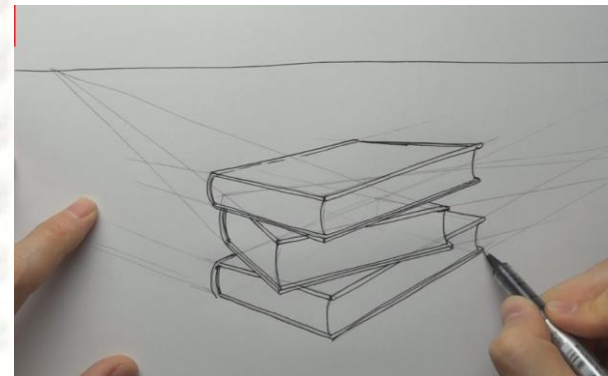
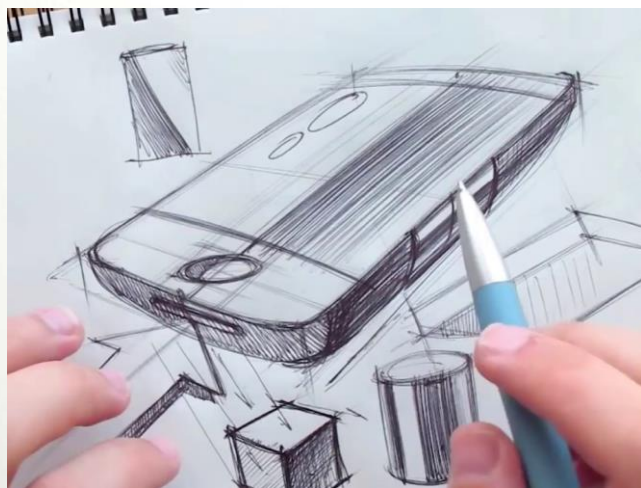




LESSON 4: One Point Perspective

Watch the tutorial and copy the techniques demonstrated

WEEK 2



WEEK 3

Watch the tutorial and copy the techniques demonstrated

LESSON 5: Two Point Perspective

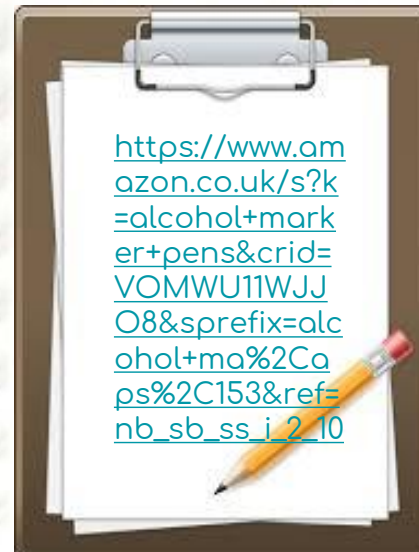
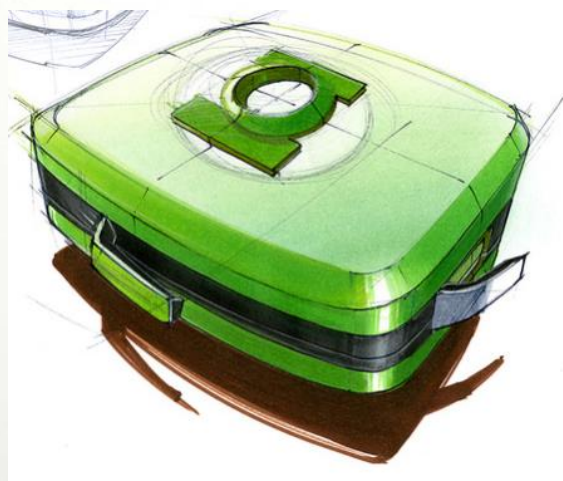




LESSON 6: Three Point Perspective

Watch the tutorial and copy the techniques demonstrated

WEEK 3



What can I buy instead?



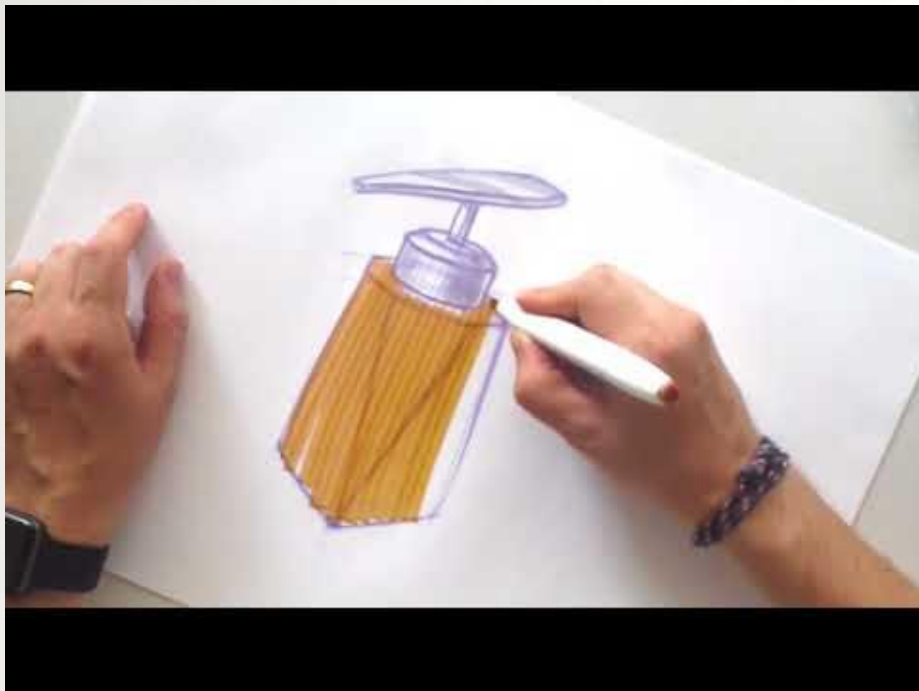
WEEK 4

Watch the tutorial and copy the techniques demonstrated



LESSON 7: Basic Render





Watch the
tutorial and
copy the
techniques
demonstrated

WEEK 4

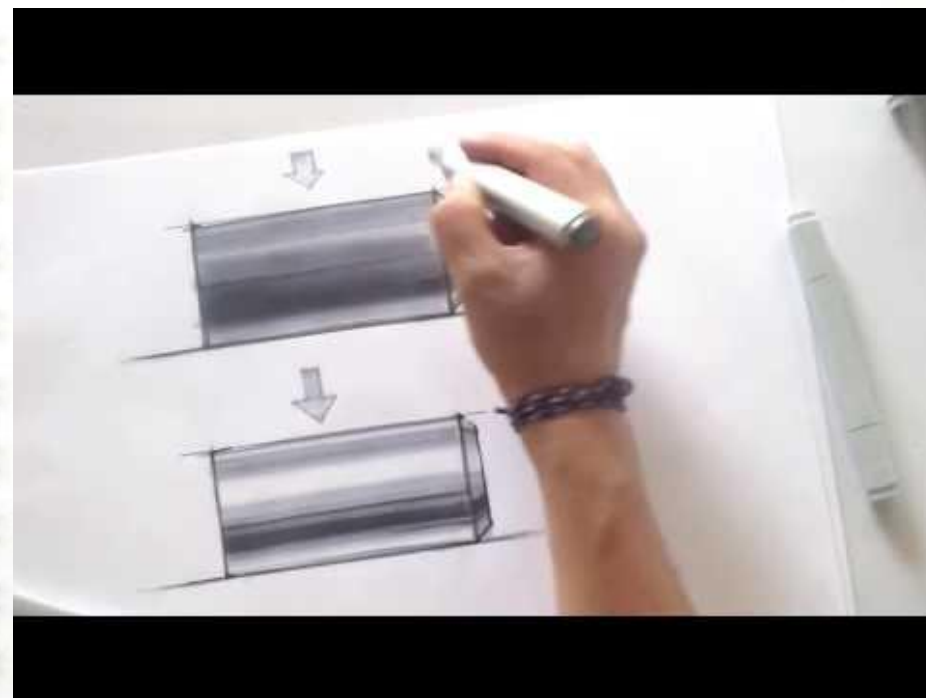
LESSON 8: How to sketch with markers



WEEK 5

Watch the
tutorial and
copy the
techniques
demonstrated

LESSON 9: How to render a metal cylinder



SKETCH

A WEEK

TASK

1

WEEK 6

ONE
POINT
PERSPECTIVE

SKETCH A WEEK

Based on ONE POINT PERSPECTIVE

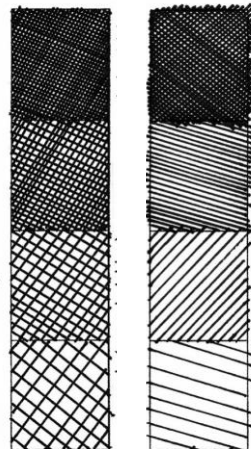
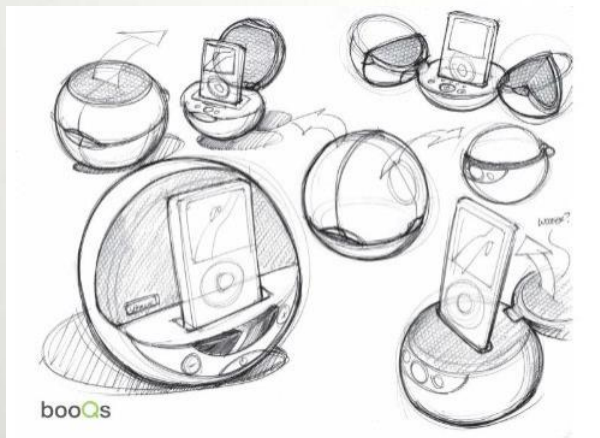
TASK

Using your learning from
Lesson 04: One Point Perspective
sketch a range of baskets / laundry
basket designs.

Fill a page in your sketchbook, notebook
or paper.

HAVE A GO:

Have a go at using line techniques to
present your ideas creatively.



INSPIRATION PAGE



TIP: Watch lesson 04 again if you cannot
remember how to present your sketches in
one point perspective.

SKETCH
A WEEK
TASK
2

WEEK 7

**TWO
POINT
PERSPECTIVE**

SKETCH A WEEK

Based on ONE POINT PERSPECTIVE

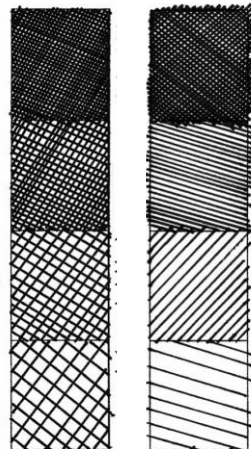
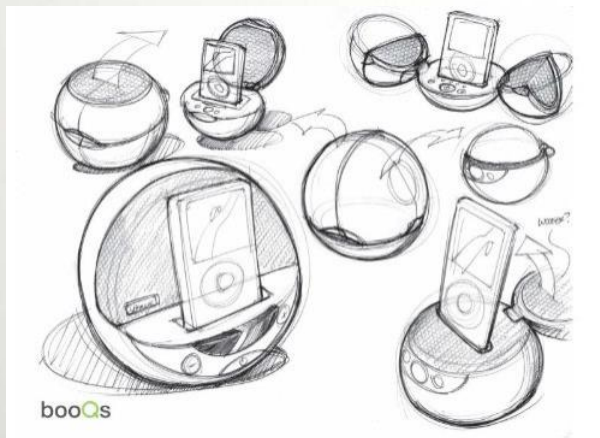
TASK

Using your learning from
Lesson 05: Two Point Perspective
sketch a range of computers and laptops.

Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

Have a go at using colour to render your ideas creatively.



INSPIRATION



TIP: Watch **lesson 05** again if you cannot remember how to present your sketches in one point perspective.

SKETCH

A WEEK

TASK

3

WEEK 8

THREE
POINT
PERSPECTIVE

SKETCH A WEEK

Based on ONE POINT PERSPECTIVE

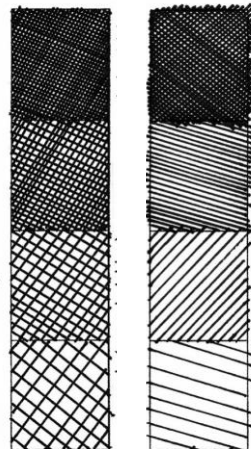
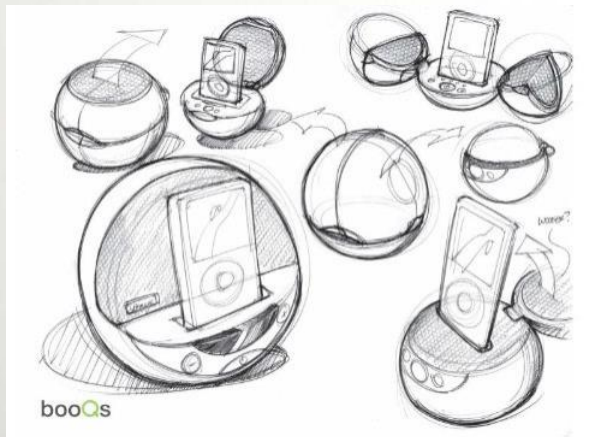
TASK

Using your learning from
Lesson 06: Three Point Perspective
sketch a range of phones and tablets.

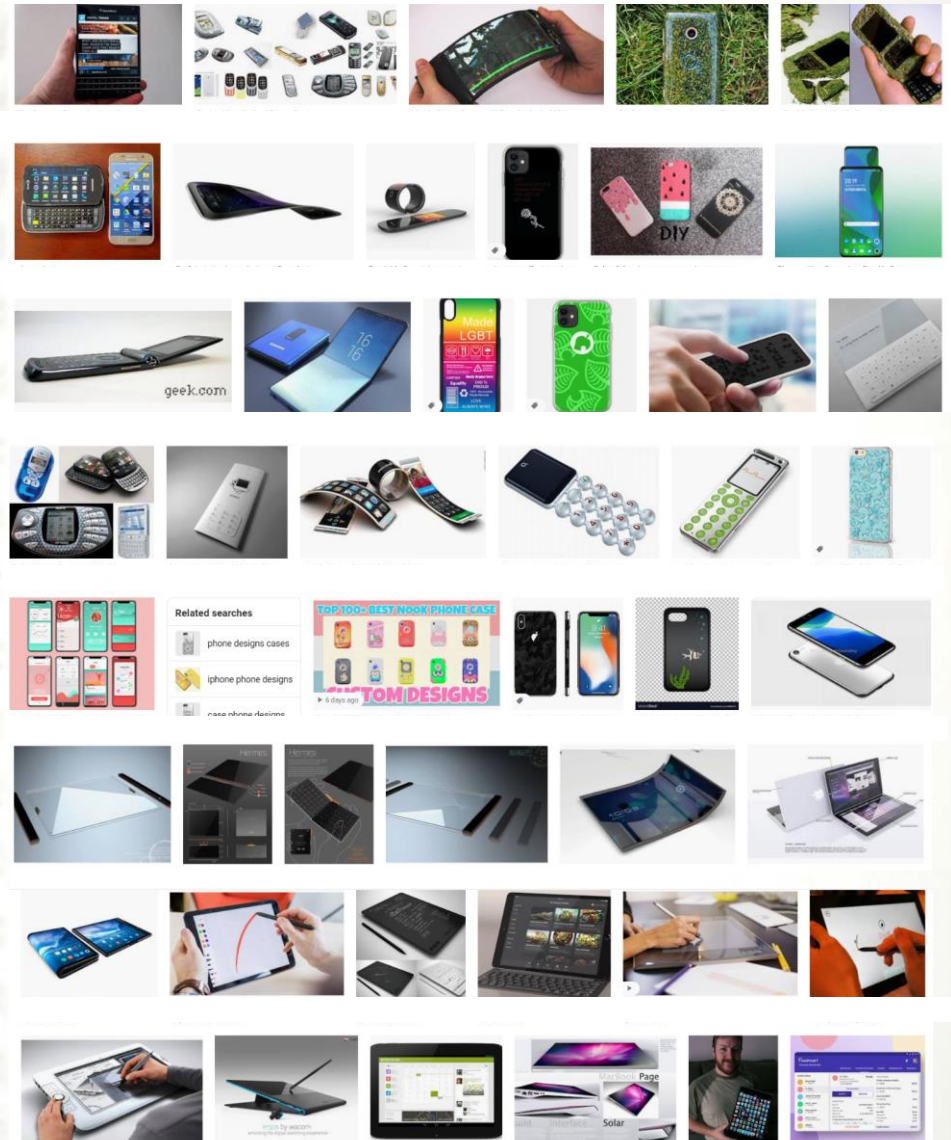
Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

Have a go at using colour to render your ideas creatively.



INSPIRATION



TIP: Watch lesson 06 again if you cannot remember how to present your sketches in one point perspective.

SKETCH

A WEEK

TASK

4

WEEK 9

ONE
POINT
PERSPECTIVE

SKETCH A WEEK

Based on ONE POINT PERSPECTIVE

TASK

Using your learning from
Lesson 04: One Point Perspective
sketch a range of
game console designs.

Fill a page in your sketchbook, notebook or
paper.

HAVE A GO:

Have a go at using colour to render your
ideas creatively.



INSPIRATION



TIP: Watch [lesson 04](#) again if you cannot
remember how to present your sketches in
one point perspective.

SKETCH

A WEEK

TASK

5

WEEK 10

**TWO
POINT
PERSPECTIVE**

SKETCH A WEEK

Based on ONE POINT PERSPECTIVE

TASK

Using your learning from
Lesson 05: Two Point Perspective
sketch a range of
tape measures.

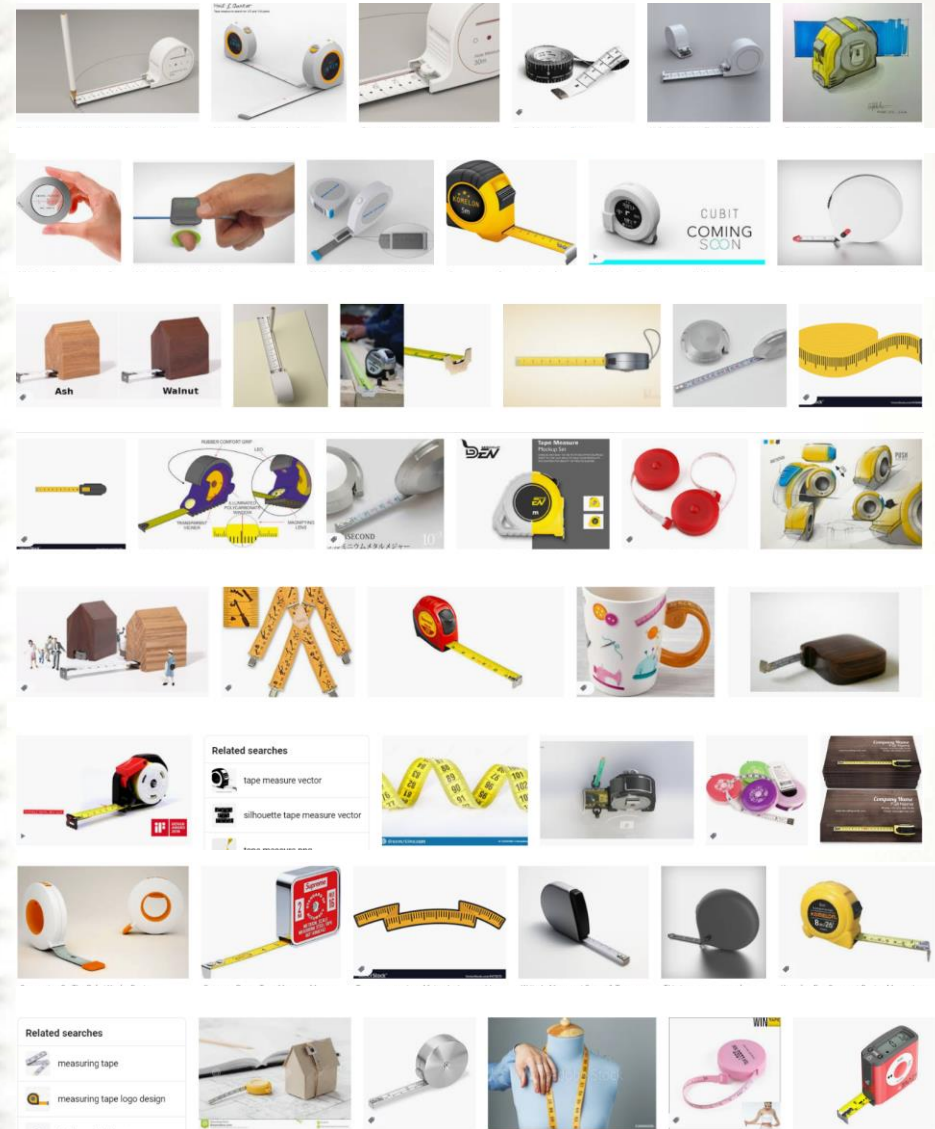
Fill a page in your sketchbook, notebook or
paper.

HAVE A GO:

Have a go at using colour to render your
ideas creatively.



INSPIRATION



TIP: Watch lesson 05 again if you cannot
remember how to present your sketches in
one point perspective.

SKETCH

A WEEK

TASK

6

WEEK 11

**THREE
POINT
PERSPECTIVE**

SKETCH A WEEK

Based on ONE POINT PERSPECTIVE

TASK

Using your learning from

Lesson 06: Three Point Perspective

sketch a range of
cameras.

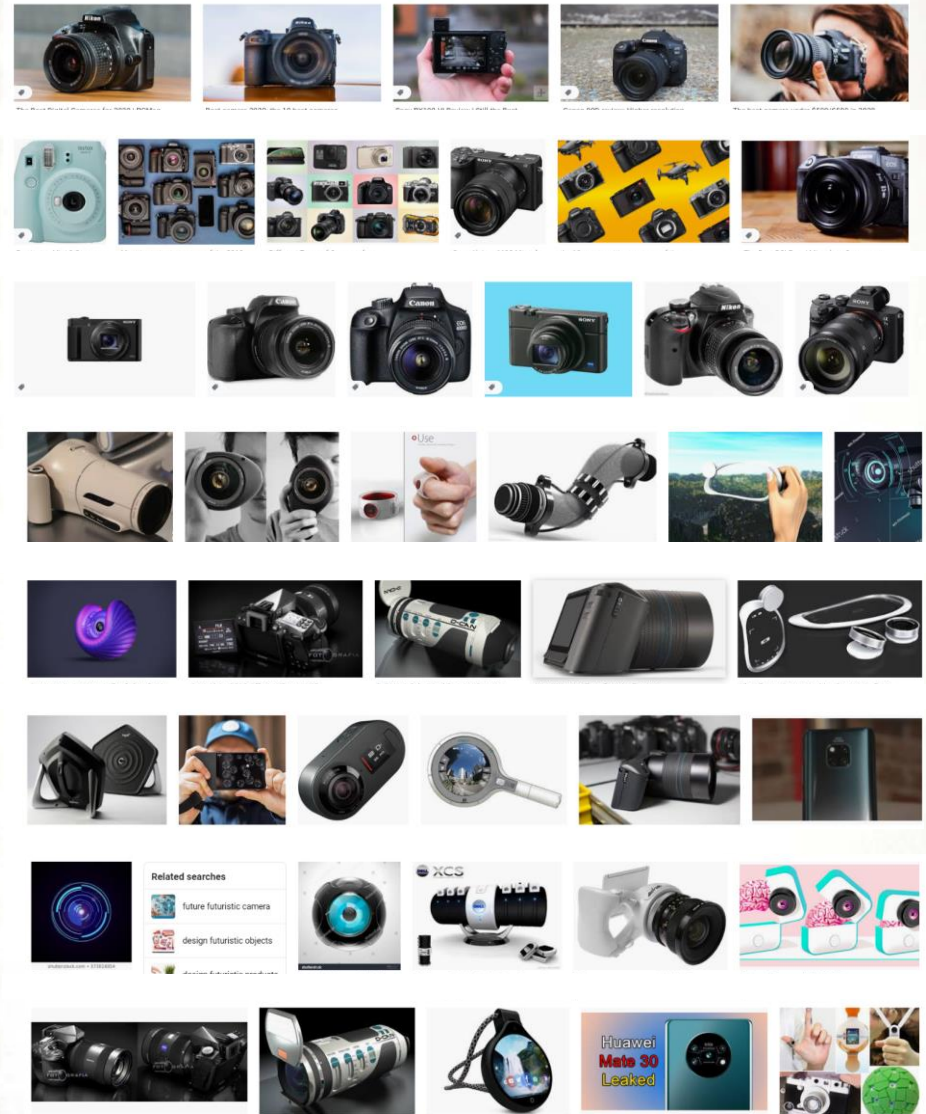
Fill a page in your sketchbook, notebook or
paper.

HAVE A GO:

Have a go at using colour to render your
ideas creatively.



INSPIRATION



TIP: Watch lesson 06 again if you cannot
remember how to present your sketches in
one point perspective.

SUMMER CHALLENGE

WEEK 12-18

Have a go at drawing products from the list below in **ONE** of the perspective methods learned.

- Headphones
- Toothbrushes
- Lamps
- Kettles
- Vases
- Watches
- Suitcases
- Stationary
- Pans
- Electric shavers
- Peelers
- Knives
- Computer mouse
- Helmets
- Chairs
- Printers
- Bags
- Trainers
- Games Controllers
- Remote Controls
- Glasses
- Iron

