



Subject: DT
Module 2 Design history

Overarching Topic:			
<p>Why is this topic being studied at this time?</p> <p>How does it fit into the wider subject curriculum?</p>	<p>“I can understand the impact of historical socio-economic changes that have shaped the world around me” Students studying this project will have their eyes opened as to why products throughout history have adopted certain design styles and influences based on the political and industrial landscape of the time. Only by learning from the past, will our students be able to shape the future.</p> <p>By understanding design and designers work from the past, students will be able to develop their own designing skills and implement them into their work. Through the exploration of these eras, students will adopt their own characteristics and design strategies which will become evident throughout their future work.</p>		
	Critical	Core	Pinnacle
<p>The Big Questions (What questions will students be able to answer upon mastery of the topic?)</p>	<p>What is a design period? What is Art Deco? What is Pop Art? What is Modernism? What were the key features of the products designed during these times? What would a modernism inspired house look like? Can I create models in 3D from compliant materials? Can I use google sketch-up to create a design in a particular design style. What are the names of some prevalent designers from the design periods covered?</p>	<p>Who was Charles Rennie Mackintosh? Who was Roy Lichenstein? Who was Marcel Breuer? Can I explain the common design features of products designed by these designers? Do I understand why these features were used by these designers and why they are relevant to the design period of the time? How do I use Adobe Photoshop to create design ideas? What mediums can we design in? How can we design and make in the style of these movements? What were the fundamental design principles of the Bauhaus design school? What were the major influences on the Art Deco design style?</p>	<p>Are Form and Function inextricably linked? What would you describe as “good design?” What would a design period based on the current political scene in Great Britain resemble? When Philippe Starck said “I created a conversation starter not a lemon squeezer” what did he really mean? What would the features of a design period based around a dystopian future include? If you were to create a design school, what specific set of design principles would you want your students to follow to create timeless, iconic products? Based on Dieter Ram’s 10 rules of “Good Design” what product from the 20th century do you feel fulfills all of his criteria and why?</p>

			<p>Why have certain design periods stood the test of time and remain popular today? What impacts did these designers have on the design movements during / after their lives?</p>
The Key Skills/ Techniques	The sophistication and application of skills will become more advanced as students' progress through the critical, core and pinnacle knowledge.		
	Skill/Technique	How will this skill be developed?	
	2D Sketching (Pop art) Rendering techniques.	Designing a vehicle activity. Students will develop their hand drawing skills, they will develop rendering techniques which can be taken forward to future projects.	
	CAD: Google SketchUp (Modernism) Design in Photoshop.	Designing a school activity. Photoshop skills, Google sketch-up skills.	
	Card modeling (Art Deco)	Designing a clock activity. Spatial awareness, the ability to translate 2D shapes into 3D objects.	
	Researching artists	Structured research questions and sources to independently find relevant information. Ways in which to present secondary research materials.	