**GCSE DT**

**All work to be submitted on Teams class site in Files NEA or you can email me**

**SNO@tda.education**

**Documents to support will also be in this folder**

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| Task 1  Work for year 10 GCSE DT  Week beginning 15 June 2020  Task deadline 22nd June 2020 |
| Task 1: (Read and Think Hard about teenage lifestyle)  **Remember your project must be user centred – it must meet their needs and wants to solve a genuine real life problem**  **A -Read through The NEA context provided on teenage lifestyle (13-18 year olds) and start to let your brain digest the type of problem you will need to solve for your year 11 project.**  Have a look at the NEA Mark scheme to start to get an understanding of your final project requirements. Remember the project must be user centred so you are designing for a client to solve a problem they may have with some aspect of their life whether it be  **B CHOOSE A GROUP YOU IDENTIFY WITH**  **Complete a page of research summarising all the different types of teenage lifestyle :**  Look at countercultures within teenage culture like gamers and sporty people, chavs, art e.g. street, social media instagramers, fashion styles, emos, music genres and going to venues, vintage, skaters, festival etc  You can use Power Point or do by hand if you can’t use a computer  Add key words and explain things you could consider to be problems or areas you could focus on for your product   * Find images and information that is associated with this sub counter culture/ or teenage lifestyle. * Collect images with are synonymous with teenage lifestyle * Mind map things you think off to do with teenagers   You could use images and produce mind maps-see help Power Point for examples  SEE MY EXAMPLES ON Power Point  Add a conclusion to say what you’ve found out. What are the persons needs and wants?  Is their a particular area of their life you could focus on e.g. a sport if they take part in one/ hobby or interest/ studying at home in bedroom/ maintaining a healthy lifestyle ? It could be any area of their lifestyle |
| Task 2: (identify a client/target market –specific person you will design for and type of person you will market product at)  Week beginning 22nd June 2020  Task Deadline 29th June 2020 |
| **Pick a friend/ family member who is a teenager that you can ask questions to throughout your project. Could even be a sibling at university**  **They will help you make decisions when researching, designing, developing, making and evaluating during the project**  **Do a day in the life for that person you pick- what they do from when they get up till they go to bed . You could do it for a general teenager (target market)**  **You can include**  What time they get up, what they do in morning, what they eat, gadgets they use  How they get to school/job  Gadgets they use during day  Do they have a healthy lifestyle/ enjoy cooking  Part of clubs after school extra curricular  How carry books/ equipment  Activities they undertake during the day  Hobbies / interests/ things like to do e.g. what watch on YouTube, Netflix, music  Could think about before coronavirus and now  When they have tea / nutrition /  Any jobs ?  What they do in evening e.g. studying, gaming, listening to music  Issues that effect them racism, mental health, sustainability, politics, activists like Greta Thunberg social, moral ethical issues they think are important  Add a conclusion to say what you’ve found out. What are the persons needs and wants?  Is their a particular area of their life you could focus on?  Complete this in PowerPoint if possible (or by any other means if you don’t have access) and upload it to our class teams site in Files/ NEA or email Miss Norman |
| Task 3: Task 3 interview client -YOU WANT TO KNOW THEIR NEEDS AND WANTS ARE–  29th June – 6th July |
| Choose a client who you will work for throughout the project. It can be a friend your own age or family member. They must be a teenager. It has to be someone you can safely talk to and ask questions. They will be the person telling you what they want from the product  Ask them some questions about their hobbies and interests e.g. gaming, music, sport, fashion, Instagram etc  What is their style? What colours, materials they like? How much disposable income they have?  What are their bedrooms like? Where they study? Maybe they have an issue when gaming in their room or when studying. Maybe there isn’t enough light or storage? What sports to they paly and how they carry equipment around? Do they have vinyl records? If they are gamers where do they play? What equipment do they have?   * Age * What family members/ siblings they live with? * Do they have their own room or share? * Is their room small/have a lack of space? * What would they improve about room e.g. lighting, storage etc * What are their hobbies interests? * Do they use social media if so what for? What social media * What issues do they have carrying out their hobbies and interests * What music do they like? * Shops they like to go to? * Part time jobs? * What is their style- could show them different images like Apple product, modernist product, post modernist image, a colour chart, different materials etc. * Where do they study? Any issues studying? * How is their bedroom decorated/ colour scheme * You could give them a colour wheel or swatches and ask them to pick or different textures * Do they play a sport or take part in an activity every week? * You could give them images to choose from e.g. an image of a modernist product, functionalist, art Deco, post-modernist * How much disposable income have they got? * Are they interested in sustainability   Add a conclusion to say what you’ve found out. What are the persons needs and wants?  Is their a particular area of their life you could focus on? |
| Task 4 Week beginning 06th July 2020 Task Deadline 13th July 2020  (target market profile or questionnaire for 10 people in same age group)  target market profile about the general type of person the product will be marketed/sold to |
| You could do a questionnaire/target market user group profile where you ask around 10 teenagers some questions to find out what sort of problems they encounter in their lifestyle, then pick a sort of product that may solve this issue  Examples on PP slides 17-20  You could profile a general teenager who is interested in a particular culture/sub culture e.g. Kapok, skating etc and use headings like  Age, hobbies, interests, style, food, shopping preference, studies,  Name:  Age or age range: 13-18 or is it older teenager like yourself or college/uni student  Sex:  Likes:  Dislikes:  Hobbies and Interests:  Style:  Income:  Job:  Shops mostly at:  Favorite Websites:  Likes to visit:  Disabilities:  Any other important info :  Or make up 10 questions could be similar to those client interview ones and ask 10 teenagers the answers. You could use excel to do charts/graphs for results  Everyone should have different research/style in your portfolio. Use your imagination  You can do bar charts and pie charts by hand  Complete this in PowerPoint if possible (or by any other means if you don’t have access) and upload it to our class teams site in Files/ NEA or email  You can photo things you do by hand |
| **Extension**  Now its time to try to come up with a problem the wider your range of scenarios the better at this stage.  Read back through the research page you created making corrections and evaluating what problems teenagers have  Add evaluative comments  Have you identified a problem they have?  (innovate find a problem)  See example mind map on context slide 21-30 on PP  Use SAFEMICCFM, ACCESSFM as starting points or who, why, what, where, when, how |