

Bridging Activities for Design and Technology Students at Latymer

A Level Design and Technology has three possible pathways, and you hopefully have a reasonably clear idea of which one you want to pursue. Please choose **one** of the following activities, and go to the suggested exhibition/collection:

Design Engineering

Choose an engineering product/system/device (e.g. internal combustion engine, seat belt, inkjet printer etc) and explain how it works. Use your own sketches and diagrams as well as images from the internet to communicate all key information. Identify any scientific principles that the device uses.

Start at [Lesics - YouTube](#)

Your work should fill an A3 page or digital equivalent.

Exhibition: [The Science Museum](#)

Product Design

Critically analyse either a remote control (e.g. for a television, sky box etc) or a games controller (xbox etc.). Your analysis should be one A3 page (or digital equivalent), and should include images (primary photos, your sketches, diagrams drawn by you of key features) as well as text annotations.

Have a look at:

You should focus on the following areas:

- Functionality (does this product do its job well? Why/how?)
- Ease of use and inclusivity (Is it easy to use? How? Can anyone use this? Or does it have a limited user base?)
- User needs (what does a user need this product to do/be?)

Exhibition: Designer Maker User, the free permanent collection at the [Design Museum](#)

Textiles

Choose a designer whose work you admire, and produce an A3 page (or digital equivalent) explaining what it is about them and their work that you find interesting/inspirational. Try and include technical details about materials and structure. Include sketches of your own (of details of their work, or whole outfits) as well as photos of the work itself. Try and include a diagram of a technical aspect (e.g. darts, seam allowance, of their work.

Exhibition: the [Dior menswear exhibition at the V & A](#)