

Drawing Skills / Designers Research

D&T—Key Components – Autumn 1



Section A: key vocabulary	
Vocab	Definition
Horizon line	This is a line that you draw horizontally across your page and could also be referred to as the 'eye level'
Perspective/construction lines	These are the construction lines that extend from the edges of objects and join with the vanishing point. These are always drawn faintly so they can be rubbed out.
Vanishing point (VP)	This is where all lines join up to.
Freehand sketching	Drawing without the use of a ruler
Third Angle Orthographic Drawing	A working drawing consisting of three separate views: Front – Side - Plan
Designer	A person who designs products

NEA = Non Exam Assessment (Coursework)

During the Autumn 1 term, pupils will start by developing their drawing skills in preparation for their GCSE coursework.

The Designing section of the NEA is worth 40 of the 100 marks! So it's crucial that we can translate our ideas in to great designs.

Pupils will draw in:

- One Point Perspective
- Two Point Perspective
- Third Angle Orthographic Projection
- Freehand Sketching techniques

Pupils will be encouraged to use a variety of techniques in their coursework to access the higher marks.

Research in to the work of past and present designers is a key requirement for the NEA, so we will be looking at this and some key companies too.

Past and present Designers

Task: Make notes to revise from on each of the different designers listed.



Task 1: Using a Chromebook: Research each designer and write a short report, including all the bullet points below. (Full A4 page, font 11/12)

Structure:

- Name of the designer.
- Their background (Nationality, gender, date of birth, family life etc.)
- Their career – how they became a designer and how it progressed.
- What have they designed? – include descriptions and photos of their products.
- What their design ethos / beliefs were (e.g. form follows function)
- What was their design style?

Designers to research:

- Henry Stead
- Marcel Breuer
- Norman Foster
- Sir Alec Issigonis
- Gerrit Rietveld
- Charles Rennie Mackintosh
- Philippe Starck

Objective: Develop knowledge of past and present designers, for use in your coursework.
Outcome: Identify Describe Explain
HA: Justification and detail **Challenge:** Draw an example of their work

Past and present Designers

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Companies:

- Alessi
- Apple
- Baxoni
- Dyson
- Gap
- Piremark
- Under Armour
- Zara

Structure:

- Company name
- What do they make and how?
- What are the key features of the company?

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Big Picture/Success Criteria: Develop your drawing skills in preparation for your NEA. You should be able to draw a simple object in perspective.


Objective: Draw an object in perspective using a grid.

Outcome: All show an understanding of the theory. You should be able to draw a simple object in perspective.

Differentiation: Support or challenge as needed by the teacher.

Key words/Key Learning: drawing, perspective, one-point, two-point, three-point.

Site Point Perspective Drawing: Thursday, 15 July 2021



Task and answer: 1. Draw a simple object in perspective. 2. Draw a simple object in perspective.

Notes/Feedback/Comments: Excellent, well done!

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Task 4: Using the 2D shapes as building blocks – try and draw the product below. When you have done this, replicate the shading technique – use white as shown.



Freehand sketching in 2D

Task 4: Using the 2D shapes as building blocks – try and draw the product below. When you have done this, replicate the shading technique – use white as shown.



Objective: Develop your freehand sketching skill and technique
Outcome: Greater ability / skill to communicate your design ideas (Follow - Develop - Create)

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