

## The Stages of Designing - Lesson 1

- What makes a good product?
- Why is one better than another?
- Why do we need a choice anyway?
- Do you always buy the first product you see?

Let's cold call some **key words** to get us started . . . (2 mins)



## What are Design Specifications . . .

- A checklist of everything the product must have

Designers need to list every detail about the product they are going to design. They discuss these details with the client so everyone is clear before work begins.



A designer uses the acronym **ACCESS FM** to make sure no details are missed out. Each letter stands for a design specification, eg:

- A** - Aesthetic (look/feel)
- C** - Cost
- C** - Customer
- E** - Environment
- S** - Safety
- S** - Size
- F** - Function
- M** - Materials



**Task 3** - Explain what are meant by **Specifications**.

**Design Ideas - Task 4**

1. Spend 2 mins inventing a simple **code** for your gaming company - 5 letters max! (Dino? Robot? Mega? Mead?)

2. Now **sketch** your name in 4 very different fonts. Think about the **client profile** carefully!

**Client:** A new gaming company aiming at teens/ 20s. The company image is young, urban, street-style, cool. Their look is colourful pop-art and graffiti-art style.

3. **Sketch** your sketches to make them look excellent!

4. Add brief **notes** to explain your ideas/styles.

**My Client's Company Name:** \_\_\_\_\_

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**FINAL DESIGN:**

1. Sketch & shade your letters in pencil below. 2. Fill up the boxes and overlap your letters. 3. When happy, outline each letter in thick black pen, in a GRAFFITI style.

# KNOWLEDGE ORGANISER

## Year 9 TEXTILES - FEATHER FLAG THEORY



## Scales of Production - Producing different quantities of products.

Some clients want a single product, others want a million! A crafts person will produce a one-off item very differently to a commercial business, where assembly lines use technology to make large quantities of standardize products. Specialised machinery ensures exactly the same item is produced in huge quantities, at great speed. The technology ensures efficiency of time and money. **Why is this beneficial to a business?**



Electronic knife



Assembly line



Computerised embroidery

There are four terms used to describe the scale of production:

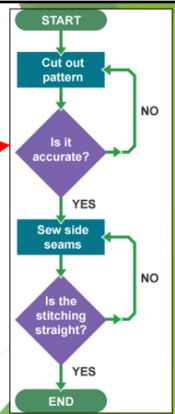
1. Prototype or one-off production
2. Batch production
3. Mass production
4. Continuous production

## Quality Control - ensuring excellent quality.

Quality control (QC) is the system of **checking** throughout the manufacturing process, to make sure each step is completed to a high standard.

They can be shown on a **flow chart**, where a step would need repeating if there was a mistake:

Quality control checks might actually **increase waste** if faulty products need to be thrown away. However, if a factory develops a **reliable reputation** for being high quality, money will be saved in the long term through **repeat business**.



## Checks are carried out to see if:

- seam stitching is durable and straight
- components are sewn on securely
- colours are matched accurately
- fabric has no faults or misprints
- sizes are consistent
- the client specifications have been met



Long lasting durability



Accurate colour matching



Consistent sizes

Would you buy a shirt with one sleeve longer than the other?!

**Now look at your product - how well have you done??!**