

Higher Design and Manufacture – Revision Guide

The question paper is **worth 80 marks**, and lasts for **2 hours 15 minutes**.

Section 1 – 25 marks (1 question)

Section 2 – 55 marks

*	Revision Topic	
Design		Marks in the exam 30-50 marks
<u>Brief</u>		
	<ul style="list-style-type: none"> - The purpose of the design brief in the design process - Open and closed design briefs 	
<u>Research & evaluation</u>		
	<ul style="list-style-type: none"> - The purpose of research and evaluation. <ul style="list-style-type: none"> • throughout the design process • of existing products - Information gathered through research or evaluation - Methods of gathering information <ul style="list-style-type: none"> • primary and secondary research - The key stages of the following techniques <ul style="list-style-type: none"> • comparisons • questionnaires • surveys • tests and test rigs • user trial • user trip 	
<u>Specification</u>		
	<ul style="list-style-type: none"> - The purpose of, and information specified in, the following specification types: <ul style="list-style-type: none"> • product design • performance • technical 	
<u>Idea-generation techniques</u>		
	<ul style="list-style-type: none"> - The use of idea-generation techniques - The key stages/activities of the following idea-generation techniques: <ul style="list-style-type: none"> • analogy • brainstorming • lifestyle/mood board • morphological analysis 	
<u>Modelling in the design process</u>		
	<ul style="list-style-type: none"> - The use of modelling during the design process to: <ul style="list-style-type: none"> • generate and explore • test and refine • communicate - The purpose of and information gained from: <ul style="list-style-type: none"> • physical models: sketch models, block models, scale models, test rigs and prototypes • computer-generated models and simulations - Benefits and drawbacks of rapid prototyping 	

Graphics in the design process		
	<ul style="list-style-type: none"> - The purpose and appropriate use of graphic techniques when developing, resolving and communication ideas throughout the design process - The advantages of using manual and computer-generated graphics in the design process 	
Function		
	<ul style="list-style-type: none"> - The influence of function on the design of products - Primary and secondary functions 	
Performance		
	<ul style="list-style-type: none"> - The influence of performance on the design of products - Fitness for purpose of products - The influence of planned obsolescence on the manufacturer, consumer and the environment - Maintenance issues associated with products - Value for money 	
Safety		
	<ul style="list-style-type: none"> - The influence of safety on the design of products - How to ensure safety in products 	
Market		
	<ul style="list-style-type: none"> - The influence of the target market on the design and marketing of products - Technology push - Market pull - Economics - Product lifecycles: introduction, maturity, growth and decline - The influence of fashion, market trends and style - Marketing techniques to influence sales - Niche marketing - Branding 	
Aesthetics		
	<ul style="list-style-type: none"> - The aesthetics of products - Influences on the aesthetics of products 	
Ergonomics		
	<ul style="list-style-type: none"> - The influence of ergonomics on the design of products - Anthropometrics - Psychology - Physiology 	

*	Revision Topic	
Materials and Manufacture		Marks in the exam 26-42 marks
Materials used in the commercial manufacture of:		
	<ul style="list-style-type: none"> - Thermoplastics <ul style="list-style-type: none"> • ABS, acrylic, nylon, polypropylene, polystyrene, polythene, polyvinyl chloride - Thermosetting plastics <ul style="list-style-type: none"> • melamine formaldehyde, urea formaldehyde - Elastomers - Ferrous metals/alloys <ul style="list-style-type: none"> • cast iron, mild steel, high-speed steel, stainless steel - Non-ferrous metals/alloys <ul style="list-style-type: none"> • aluminium, brass, copper, tin, zinc - Hardwoods <ul style="list-style-type: none"> • ash, beech, mahogany, oak - Softwoods <ul style="list-style-type: none"> • spruce, pine - Manufactured boards <ul style="list-style-type: none"> • plywood, blockboard, chipboard, hardboard, MDF, flexi ply, veneered boards - Composite materials <ul style="list-style-type: none"> • carbon-fibre plastics, glass-reinforced plastic - The influence materials have on the design and manufacture of products - Methods used to identify materials in commercially manufactured products - Developments in new materials and their impact on products 	
Processes used in the commercial manufacture of products		
	<ul style="list-style-type: none"> - Appropriate uses and identifying features of <ul style="list-style-type: none"> • bending, blow moulding, compression moulding, die casting, forging, extrusion, injection moulding, piercing and blanking, press forming, rotational moulding, sand casting, vacuum forming, 3D printing, laser cutting - Appropriate used and identifying features of: <ul style="list-style-type: none"> • chrome plating, galvanising, plastic dip coating - Manufacturing features of component parts <ul style="list-style-type: none"> • complexity, cross section along its length, draft angles, ejection marks, flashing, injection points, shear marks, split lines, surface finish, symbols and labels, thinning of sheet material, wall thickness - The purpose of bosses, location pins, ribs and webs - The issues that influence the processes used in commercially manufactured products 	

Assembly methods used in the commercial manufacture of products	
	<ul style="list-style-type: none"> - Methods use to join material <ul style="list-style-type: none"> • adhesive, carcass and frame joints, knock-down fittings, nuts, bolts, screws, snap and press fit, riveting, spot welding, arc welding, thermal bonding - Methods used to identify assembly methods in commercially manufactured products - Issues that influence the assembly of commercially manufactured products
Production and planning systems	
	<ul style="list-style-type: none"> - One-off production, batch production, mass production - Methods used to improve production <ul style="list-style-type: none"> • automation, CAD/CAM, CNC machining, Gantt and flow charts, jigs, just-in-time production, standard components
People who influence design	
	<ul style="list-style-type: none"> - The roles and responsibilities of people who influence the design of products <ul style="list-style-type: none"> • designers, ergonomists, lawyers, production engineers, project manager, market researchers, materials technologists - Communication between members of design team - Advantages and disadvantages of in-house design team and sub-contracting
Intellectual property rights	
	<ul style="list-style-type: none"> - The purpose of intellectual property rights - Methods of protecting intellectual property rights <ul style="list-style-type: none"> • copyright • design rights • patents • trademarks

*	Revision Topic	
	Impact of Design and Manufacturing Technologies on Society, the Environment and the World of Work	Marks in the exam 4-8 marks
Impact of design and manufacture on society, the environment and the world of work		
	<ul style="list-style-type: none"> - Methods designers and manufacturers can use to limit a product's impact on the environment <ul style="list-style-type: none"> • design for recyclability, design for re-use, efficiency - The impact traditional and new manufacturing technologies have on society, the environment and the workforce - The impact of materials on the environment and society - Methods to support sustainability - Investigation of a product's sustainability and its impact on the environment 	