

S2 Design and Manufacture



- * Sketching - 2D and 3D
- * 3D Computer modelling using Autodesk Inventor
- * Wooden Joint exercise
- * Trowel Project
- * Small shelf
- * Idea Generation
- * Torch Design
- * Desktop Architecture
- * Scottish Sports Medal



* **Course Content**

- * All necessary stationery equipment
- * Computers with 3D modelling software
- * Modelling materials such as Card and Foam
- * Project materials in wood, plastic and metal
- * **Laser cutter** to enhance project work
- * Modern Design Studios and Workshops
- * GLOW
- * Course Textbooks by Leckie & Leckie
- * **3D Printer**



Example of a Styrofoam model



Example of a rapid prototype model

*** Resources Provided**

* S2 Timeline

S2 Design & Manufacture Course					
Week No.	The S2 DMM course consists of Project tasks to develop Practical Skills, Design basic, Manual Graphics, Computer Aided Modelling and a Knowledge of Tools, materials and processes. The topics will rotate between the classroom and workshop every 2 weeks. Detailed timelines are the lessons taken within the classroom while the beige colour indicates time in the workshop.			Homework	
JUNE	1	S2 Group A 2D Freehand Sketching; Ortho sketching Dimensioning	H/W - Freehand sketching basics	S2 Group B induction Safety / Third Function Housing, cross-hatching, ruling & level joints	H/W - Safety 1
	2		H/W - Multiple choice ortho blocks		
	3		H/W - Ortho sketching task 1		
Summer Holiday					
AUG	1		H/W - Freehand sketching basics		
	2	Safety / Third Function Housing, cross-hatching, ruling & level joints	H/W - Safety 1	2D Freehand Sketching; Ortho sketching Dimensioning	H/W - Multiple choice ortho blocks
SEPT	3			H/W - Ortho sketching task 1	
	4		H/W - Oblique/isometric practice sketching		H/W - Safety 2
Interim Report	5	Pictorial Sketching: Oblique, Isometric, 1 Point Perspective, Pencil rendering	H/W - 1 point perspective	Trowal Manufacture Blade, stem & handle	H/W - Identification of components of operations
	6		H/W - Rendering oblique & isometric blocks		
UCI	7	Trowal Manufacture Blade, stem & handle	H/W - Safety 2	Pictorial Sketching: Oblique, Isometric, 1 Point Perspective	H/W - Oblique/Isometric practice sketching
	8			H/W - 1 point perspective	
October Holiday					
	9	Trowal cont.	H/W Identification of sequence of operations	Pencil rendering	H/W Rendering oblique & isometric blocks
NOV	10	JU Modelling Autodesk Inventor 1. Shape Sorter 2. Picture Frame Component parts, Assembly, Examples	H/W - Introduction Mux tree sheet H/W - Trowal Box H/W - Inventor Draw Lily	Picture Frame Manufacture Full frame Range of joints, Router Laser engrave	H/W - Hardwoods and softwoods
	11				
	12			JU Modelling Autodesk Inventor 1. Shape Sorter 2. Picture Frame Component parts, Assembly, Drawings	Introduction sheet H/W - Inventor Mux tree sheet H/W - Inventor Box H/W - Inventor Draw Lily
DEC	14	Picture Frame Manufacture Flat Frame Range of joints, Router, Laser engrave	H/W - Hardwoods end softwoods		
	15				
	16	Term 2 Design Brief, Research, Spec. Design		Christmas related manufacturing project	
Easter Holiday					
JAN	17	Tech design cont.	H/W - Modelling material research	Picture frame cont.	H/W - Design Issues worksheet
	18				

Interim Report	11	Picture frame cont.		Tech Design Brief, Research, Spec, Design/3D	H/W - Modelling material research
JUN	20	Term 2 Modelling Modelling using a range of modelling materials	H/W - Design Issues worksheet		
	21				
	22	Desktop Storage Design	H/W - Desktop storage research H/W - Desktop storage design ideas	Term 2 Modelling Modelling using a range of modelling materials	H/W - Material Properties
	23				
MAY	24				
	25	Desktop Storage Manufacture	H/W - Material properties	Desktop Storage Design	H/W - Desktop storage research H/W - Desktop storage design ideas
	26				
	27	Idea Generation Techniques Create a poster		Desktop Storage Manufacture	
Easter Holiday					
APR	30	K & U Design 1. Axiom Materials	H/W Design Factors 2	Cont.	
	1				
MAY	32	Continuing incomplete projects		Idea Generation Techniques Create a poster	H/W Design Factors 2
	33			K & U Design Factors Materials	
Full Report	34	K & U Design Methods Examples	H/W - Introduction into environmental resources H/W - Product evaluation	Continuing incomplete projects	
JUNE	35				
	36				
	37	Continuing incomplete projects		K & U Joining Methods Finishing	H/W Investigation into environmental resources H/W Product evaluation
	38			Group Product Evaluation	

* Timelines

- * *How to Analyse a Brief, carry out Research and produce 2D and 3D Designs*
- * *How to Annotate their designs*
- * *Produce 3D computer models*
- * *Read and Interpret Working drawings*
- * *Measure and Mark-out and use various Hand Tools to produce Wooden Joint Exercises and Picture Frame*
- * *Mark-out and use various Hand Tools to produce a small Garden Trowel in Metal.*

*** Skills Developed**

- * Skills Based, by Response
- * Pupil Assessment
- * Peer Assessment
- * Folio work
- * Project work
- * Homework
- * S3 Class Test
- * S4 National Qualifications
- * Design 45 marks, Manufacture 55 marks (55%)
Exam 80 marks (45%)

* Forms of Assessment

* ICT to enhance learning

Fourth Level

* *I can use ICT effectively in different learning contexts across the curriculum to access, select and present relevant information in a range of tasks.* TCH 4-03b

* **Craft, design, engineering and graphics contexts for developing technological skills and knowledge**

* *I can confidently apply preparation techniques and processes to manufacture items using specialist skills, materials, tools and software in my place of learning, at home or in the world of work.* TCH 4-13a

* **E's & O's**

* Additional support from PSA's and co-op teachers, as required.

*** Additional Support**