Building on what you have learned in both Art and Design and Design Technology in Year 9 the 3D Design course gives you the skills you need to produce innovative, creative and well constructed 3 dimensional products.

You will be given the opportunity to develop a range of 3D making skills and demonstrate these by creatively manipulating a broad range of materials and processes. Working with wood as the principle material through basic carpentry methods, turning, carving, etc will be one of the broadest elements of the course but students will also have opportunities to work with a range of other disciplines if they choose to.

These will include working with:

- Finishing techniques such as painting, stencilling, distressing, varnishing etc.
- Working with paper and card through concept modelling.
- Ceramics through tiling, modelling, throwing and glazing.
- Textiles through upholstering, dyeing, leatherworking, printing etc.
- Stained Glass.
- Jewellery.

Some of these media areas will be offered as part of the course whilst others will be offered as extracurricular after school classes. Skills learned in these areas can be used to enhance wood based products or to develop outcomes in their own right.

In the projects you work through you will use the world around you for inspiration for your ideas and a range of methods including photography can be used to record sources of inspiration. You will also study cultural influences on 3D design as well as the work of professional designers and makers. Ideas will be recorded and developed through a range of taught drawing skills from simple thumbnail sketches to more complex technical drawing and digital design methods. Experimentation with materials and processes and creativity is key.

The course is split into two units. Unit 1 is the coursework unit in which all project work from years 10 and 11 is marked as a whole. Unit 2 is an externally set assignment which begins in the January of year 11. Students respond to a theme set by the exam board but which will have a number of suggested starting points one of which the students must chose. This project then follows the structure of the coursework projects but has a time limit and must have an outcome generated during a period of controlled assessment.

Both units are assessed separately but marked against the same criteria which assess your ability to:

- Understand 3D design by analysing the work of designers and crafts people from a range of cultures and historical periods and apply this knowledge when developing your own work.
- Experiment with ideas, materials, and processes.
- Record ideas and sources of inspiration in a range of appropriate methods.

- Produce final outcomes and products, realising intentions making connections with the work of designers and crafts people studied.

If you have any questions about this course see Mr Jones