## Y9 Block 1: Crime

## Key terminology

Crime: an action or omission which constitutes an offence and is punishable by law.
Manufacturing: the making of articles
on a large-scale using machinery; industrial production.
Quality control: a system of maintaining standards in manufactured products by testing a sample of the output against the specification.
Quality assurance: the maintenance of a desired level of quality in a service or product, especially by means of attention to every stage of the process of delivery or production.
Plan: a detailed proposal for doing or achieving something.
Safety: the condition of being protected from or unlikely to cause danger, risk, or injury.
PPE: Personal protective equipment Faulty: not working or made correctly; having defects.
"Crime to design": An expression where an item is referred to being a bad design that should be punishable by law
Trend: a general direction in which something is developing or changing Impact: the action of one object coming forcibly into contact with another.

Debate topics to discuss (do some prior research to garner an opinion)

- Should designers take more control of designs to ensure their ideas are made $100 \%$ to their specification?
- Should be poor design be an actual crime?
- Should those with a track record of poor design (both designers and companies), be held accountable (loss of jobs, prison? Community service?)
- Could targeted shoppers decide whether items go for general sale based upon their ideas and opinions?
- Should stores be stopped from releasing new items/content for a period (so new items once every 2 years? or 10 years?) How would that impact businesses?


## Manufacturing safety

All factories and manufacturers have a duty of care to their employees and visitors. This means that all workers on an assembly line or at any stage of work must have PPE (personal protective wear) to keep them safe. This could be anything from goggles, aprons, gloves and helmets.


Consider yourself a manufacturing employee at OSSMA, what PPE do you have access to?

## "Crime to design"

This is more based upon opinion around a specific product or item. The customer or critic will judge its innovation and whether the design is good or poor. Poor design could refer to its ability to do the job it was designed for, the fact it is unsafe or how dumb the design is. Some examples below.


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## Quality assurance and control on manufacturing

All manufacturers want their products to be as accurate as possible. However, it is impractical to expect all materials, components and products to be $100 \%$ accurate. A quality control system is a set up throughout the production to check parts and products to ensure they are made to the correct standard and within a tolerance (a margin of error). Companies use random sampling to test products which is more cost effective.


## Manufacturing scales

Mass production: efficiently and consistently produces may products at a low cost per unit. This is often automated with parts added in sequences in a production line.
Batch production: a set number of products (batches) are made either in limited quantities or for a limited time.
Singular production: designs are one off and unique. Often costly as they are made for only one person or function. Continuous: this involves manufacturing thousands of identical high-demand products or components 24 hours a day.


## Product Testing

To ensure the safety of products all items must be tested before they are offered for sale. This process is more complex than your quality control processes, as it must ensure the product will not put the user in harms way during use.

These tests can range from:

- Stress tests
- Fire
- Impact
- Choking
- Safety and storing

Some products will undergo more testing than others e.g. a car would undergo testing for a much larger range of Things than a screw or paperclip.


For some products (such as childrens toys and clothing) items cannot be sold until they pass government standards. This is to ensure that everyone no matter or age are safe to use items.

Symbols that associate items with safety:


