



# Design, Technology and Computing

CREATIVE TAKEAWAY PACK

Summer 2020

Remember to: Take pride in your work - Don't rush your work - Check with your teacher if you don't understand - Try your best.

## How to use the Food and Design and Technology Task Menu

Select any of the tasks, which include Food, Design and Technology, a Design Challenge or Product Analysis Menu. You can complete as many tasks as you like.

Tasks from the **starter menu** should take up to 1 hour and are 'mild' in terms of challenge. They are ideal for food and design & technology beginners.

Tasks from the **dessert menu** should take up to 2 hours and are 'medium' in terms of challenge. They are ideal for more experienced cooks and designers!

Tasks from the **main menu** should take up to 3 hours and are 'hot' in terms of challenge, unless they say otherwise. For those of you who would like to appear on Masterchef or the Repair Shop!



### Top tips for success:

Plan your task and collect all the resources you need.

Ask yourself 'why?' to help you explain/justify your thinking.

Use technical terminology where possible (think back to your vocabulary tests!)

Don't rush through the tasks.

Proof read your work to check for any grammar or spelling errors.

Ask your teacher if you are unsure of the task.

Take pride in your work.

Try your best.

If you are in Year 9 and you have chosen to take GCSE Food Preparation and Nutrition or Design and Technology next year, we would strongly advise you to complete a range of tasks, especially some from the main menu.

# Food Task Menu

Select any of the tasks below. You can do as many as you like!

## Starter Menu

Write 5 key words associated with a topic on the side dish menu.

Analyse how one dish you have cooked fits into 'The Eatwell Plate'.

Think of three things you would like to find out about one of the topics from the side dish menu.

Create an A4 poster with images related to a topic from the side dish menu.

Write an article for a food magazine providing information about a topic from the side dish menu.

Make a rhyming poem related to a topic from the side dish menu.

Design a weekly menu for the school canteen and remember to cater for students with special diets.

## Side Dish Menu topics

Multicultural food, high/low risk foods, seasonality, recycling, The Eatwell Plate, healthy eating, malnutrition, special diets, food production, sensory analysis, where food comes from, cooking techniques, recipe design, health and safety.

## Seasonal Side Dish Menu

Adapt the recipe for one dish you have cooked, for example saying how could it be made healthier, or alternative ingredients included for someone who is a diabetic.

Choose a popular song and change the lyrics so they relate to a topic from the side dish menu.

Create a quiz with answers based on the topic, which you could use to test other students.

Write ten multiple choice questions and answers based on a topic from the side dish menu.

## Main Menu

You could select one of the dishes below to cook at home with supervision. BBC Good food is a great place to find recipes: <https://www.bbcgoodfood.com/>

**Extra hot** – Lasagne or ravioli; Arctic roll, lemon meringue pie or trifle; perhaps a roast dinner or a curry.

**Hot** – Apple strudel with home made pastry and custard or profiteroles; sushi or fish pie or chicken and mushroom pie (if you make your own shortcrust pastry); you could make sausage rolls with your own puff pastry, or samosas.

**Medium** - Apple pie with sweet short crust pastry and ice cream; muffins or doughnuts; egg fried rice or vegetable spring rolls.

**Fruity**– Fruity flapjacks, Victoria sponge or a cake of your choice; pasta bake or bread rolls; you could make scone-based pizza or actual scones!

**Plain** – Fresh fruit salad or pancakes; apple crumble or biscuits; egg salad or couscous; salad or pasta salad.

Extra Hot

Hot

Medium

Fruity

Plain

# Design and Technology Task Menu

- Step 1** - Select a dish from the main menu, which contains real life global issues or contexts to investigate.
- Step 2** - Investigate your choice using 'who, what, why, when, where?' to help you identify problems, issues, needs and difficulties created by this issue. Then, make a mindmap of your findings and talk about it with a person in your home.
- Step 3** - Produce a design/solution/idea. Use a range of drawing techniques to sketch, card model, label, explain, describe and show creativity and innovation. You could take inspiration for your solutions from the starter or dessert menu.

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## Main Menu

### Contexts

Needs of the disabled.  
Needs of the elderly.  
Healthy Lifestyles  
Developing countries.  
A sustainable future.  
Future technology.  
Medical.  
Relax and reflect.  
Space saving.  
Shelter.  
On the move.  
Sport.



Educational needs.  
Learning through play.  
Wearables.  
Travel and tourism.  
Modern living.  
Illumination.  
Time.  
Recycle-Reuse-Rethink.

### Global goals

No poverty.  
Zero Hunger.  
Good health and well being.  
Quality education.  
Gender Equality.  
Clean water and sanitation.  
Affordable and clean energy.  
Decent work and economic growth.

Industry, innovation and infrastructure.  
Reduced inequalities.  
Sustainable cities and communities.  
Responsible consumption and production.  
Climate action.  
Life below water.  
Life on land.  
Peace, justice and strong institutions.  
Partnerships for the goals.



## Starter Menu

Research the use of CAD/CAM in textiles. How could you incorporate this into a textiles design?

Create a step by step guide of how to make a comb joint. Use sketches and detailed annotation.

Explain how to set up a 2D file to be ready for the laser cutter in a format of your choice. Explain the advantages of using CAD and CAM.

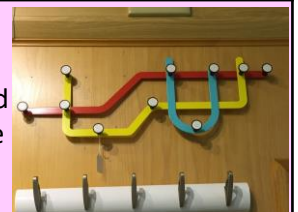
Design a solar light made from recycled and found materials.

What natural forms might have inspired this lamp? What lighting design would you create based on inspiration from nature?



## Dessert Menu

Look at this coat hook inspired by The London Underground Map. How would you use the map to inspire a product?



Design a piece of clothing that can be worn for more for than one occasion.

Design a hoodie with a themed logo. Think about how you can change the shape of the hoodie to reflect the theme.

Choose 5 objects from your pencil case and use them to Create a series of faces, products or items.



# Design Challenge Menu

Select any of the tasks from the design challenge menu. You can complete as many as you like.

Use the following questions to help you focus your designing and annotation:

Who the design is aimed at? What is its function? What will it be made from? Why is it needed?

When will it be used? Where will it be used? What quality will it be?

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## Main Menu

Design a product that will help people transport water.

Design a piece of clothing that will protect people in all weathers.

Design an app that can help detect medical issues.

Design a range of sportswear for the next Olympic games.

Design a mode of transport that creates zero pollution.

Complete the on line sketching lessons <https://www.youtube.com/watch?v=uzSMAI5AuE>

## Starter Menu

These are pictograms – they are a simplified version of an image to make a symbol to aid peoples understanding.



What would the following look like in the same pictogram style?

Ship - Roller skates - Hot-air balloon - Spaceship - Plane?

Redesign a typeface with a fantasy theme.

Redesign the house logos in Harry Potter.

Design your dream home.

Design a shelter for a hedgehog.

## Dessert Menu

Design a sustainable piece of food packaging.

Design a harness for a cat or dog that focuses on comfort for the animal.

Design a prom dress for the Newlands Prom 2020 it must include an electronic element.

Design a product that could help you to get ready in the mornings.

Design an outfit for a teenage wheelchair user. How could you make the clothing easy to put on and fasten?

Design a piece of jewellery for a celebrity of your choice. It must reflect their personality.

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## Product Analysis

Select a product below to analyse. Think about: Materials – Components – Costs – Sizes - Ergonomics  
Anthropometrics – Safety – Sustainability - Lifecycle analysis - Caring for the item - Value for money.

Use the following questions to help you: Who the design is aimed at? What is its function? What is it to be made from? Why is it needed? When will it be used? Where will it be used? What happens when people have finished with it?

Here are some weblinks to existing innovations and designs:

<https://www.topgadgetreviews.co.uk/crikey-bikey-learn-to-ride-harness-review/>

<https://www.beeswaxwraps.co.uk/>

You can use the space below to draft some ideas.



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