

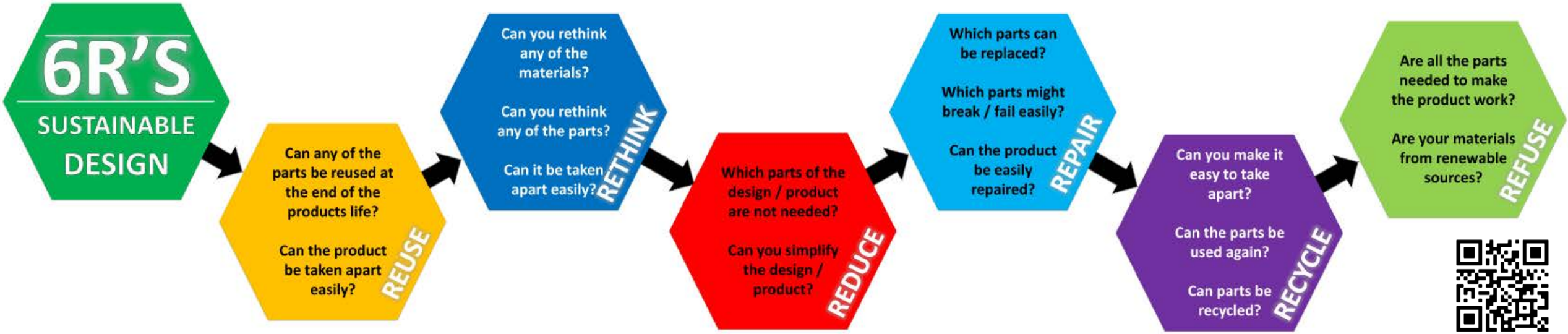
It is not a new idea.  
 Humans have been looking at nature for answers to both complex and simple problems throughout our existence. Nature has solved many of today's engineering problems.

**Dictionary Definition:**

'The design and production of materials, structures, and systems that are modelled on biological entities and processes'



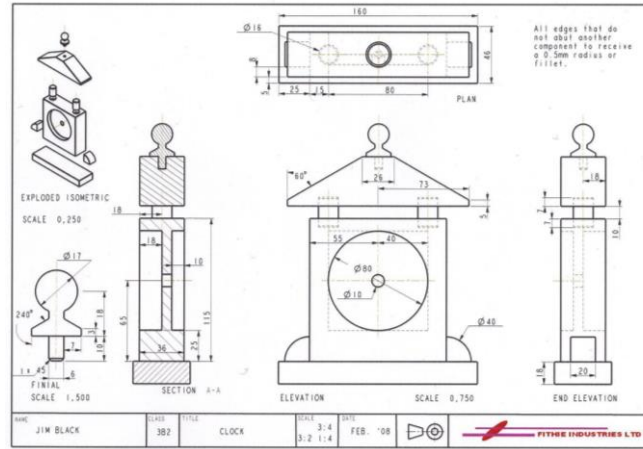
<p><b>CONSTRUCTION:</b> Termite Den = Self Cooling Office Building</p>	<p><b>ENERGY:</b> Whale Edged Fins = Energy Efficient Turbine Blades</p>	<p><b>MEDICAL:</b> Shark Skin Structure = Anti-bacterial Surface</p>
<p><b>PACKAGING:</b> Burrs of Burdock = Velcro (hook and loop fastener)</p>	<p><b>MOBILITY:</b> Kingfisher beak = Low resistance/noise Train Design</p>	<p><b>SELF-CLEANING:</b> Lotus Leaves = Hydrophobic Paints/Surfaces</p>



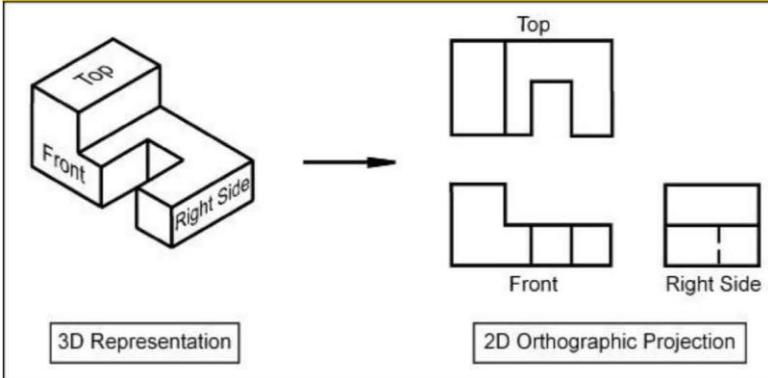
# Orthographic Drawing

An orthographic drawing represents a three-dimensional object using several two-dimensional views of the object. It is also known as an orthographic projection. For example, you can see in the images below the front, top and side views of a clock.

Take a minute and imagine you are shopping for a chair to go in your living room. You find the perfect one, but it is way too expensive. Fortunately, you have a cousin that builds furniture. Maybe he can build the chair for you! Describing the chair over the phone was more than a challenge. Your cousin suggests you send him pictures of the chair from multiple angles, along with the measurements. This experience illustrates the process that a furniture designer must go through in order for the manufacturer to create the chair as intended. Three-dimensional drawings can be used to show the overall concept and design, but they are often not clear or detailed enough. Orthographic drawings can help to overcome those challenges.



# ORTHOGRAPHIC PROJECTION.



Working drawing of a clock on a stand with a table. The drawing includes a table with the following parts list:

PART No.	No. OFF.	DESCRIPTION	MATERIAL	Dimensions	FINISH
1	3	BASE	PLATE	250 x 120 x 9mm	VANISHED
2	1	ARM	PERPLEX	190 x 90 x 3mm	POUR RED
3	1	STEM	STEEL	8mm dia x 100mm	NATURAL
4	1	FACE	PLATE	87mm dia x 8mm	ROSE
5	1	PEL	POLYSTYRENE	120 x 70 x 2mm	NATURAL

Dimensions: 200mm, 40mm, 250mm, 87mm dia, 120mm, 100mm, 120mm, 200mm, 100mm, 120mm, 200mm. Labels: 1, 2, 3, 4, 5, 6. Includes fields for NAME, WORKING DRAWING, and DATE.

3D perspective and orthographic views of a clock on a stand with a table. The drawing includes a QR code and dimensions: 200mm, 40mm, 250mm, 87mm dia, 100mm, 120mm, 200mm, 100mm, 120mm, 200mm. Labels: 1, 2, 3, 4, 5, 6.

# THREE DIMENSIONAL VIEW





Change the order, pattern or layout.  
Make it the opposite of what it was.

**R**  
Rearrange

**S**  
Substitute

Replace a part with something else.  
Who could use the product instead?



Get rid, cut out or  
simplify something.  
Think of each component's  
impact on the environment.

**E**  
Eliminate

Using  
**Scamper**  
for design  
development

**C**  
Combine

What can you combine or  
bring together?  
How could this make it  
more useful?

**P**  
Put to  
another use

Change how you use it.  
Is it now 3D instead of 2D?  
Can it be used outdoors/indoors?  
What else could the product do?

**M**  
Modify

Change the colour/shape/sound/form/size.  
Make it larger/smaller/rounded/pointy/shiny  
Make it slower/faster/

**A**  
Adapt

Adjust something to be more useful.  
Think ergonomics, safety or alternate uses.  
How could you meet other needs?

## SCAMPER

Creative thinking and problem-solving are essential parts of the design process to turn ideas into innovation and break the barriers against creativity. One of the successful methods used in creative thinking is the SCAMPER technique. While there are different creative thinking and problem-solving techniques such as reversed brainstorming, SCAMPER is considered one of the easiest and most direct methods. The SCAMPER technique is based very simply on the idea that what is new is actually a modification of existing old things around us.

### CAD/CAM: What is it?

- CAD/CAM has developed the way we manufacture and design products within Design and Technology
- Can you name three products in the classroom that have been manufactured using the CAD/CAM process?
- Why is it relevant for the company who manufactured the products to use CAD/CAM processes for the specific products?

### ICT: it has its purpose too

ICT can also be used in the following ways to aid the design and making process, identify what the activities or terms below mean:

Online Survey, Product Analysis, Research, Communication, Presentation and Analysis.

### CNC: Making made easy

CNC is an important factor in producing an accurately made product within the CAM category:

- What does CNC mean?
- Do you have any CNC machines in your school, if so what are they?
- What projects have you used them for or to create?
- How to do they benefit the making process?

### CAD: Why do we use it?

- What is meant by CAD?
- How can it save time in the drawing process?
- What are the advantages of using CAD in product development?
- How can it enhance communication during the drawing process?
- What problems might introducing CAD software have in the design process?



### CAD/CAM: It has its benefits and its downfalls.

CAD/CAM as you know has radically moved designing and making forward, separate the terms below into advantages or disadvantages:

Quicker, Accuracy, Unemployment, Communication, Virtual, Physically seeing, 24/7, Maintenance, Cost, Training, Time Management and Traditional Skills.

Take it further and explain why they are in the category you have placed them in?

### CAM: How it does it help with making?

CAM is now traditionally used to manufacture products:

- How can it improve the quality of a product?
- What effect can it have on the workforce?
- How can it aid making time?
- How is it better for batch making compared to human making skills?

### CAD Software

What type of CAD software have you used form the list below? What have you used them for in your school projects?

- 2D Design
- Pro Desktop
- Solid Works
- Auto Desk
- Google Sketch Up
- Crocodile clips/Circuit Wizard

### 3D Printing: Its even easier to model

Over the past few years, 3D printing has evolved and become more cost effective to use in school:

- How does 3D printing help with the modelling process?
- How does it work?
- Do you have one in school? If so what have you seen it used for?

## Exemplar Outcomes:

Below are exemplar outcomes of laser cut clocks made by previous students to help you understand the level of detail in your design ideas to achieve your target grade. The clocks are made from acrylic and plywood.

Bronze



Silver



Gold



Platinum



# CAD

Computer Aided Design. This allows users to draw, design and model products using specialist software. Designers can create 2D and 3D models and manipulate their designs to test different ideas before manufacture.

# CAM

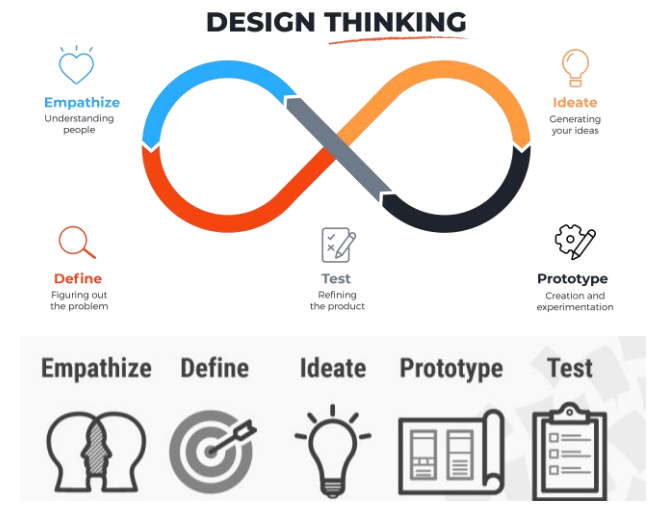
Computer Aided Manufacture. This uses Computer Numerical Control (CNC) to create CAD designs. The CAM machines, such as laser cutters and 3D printers interpret the coordinates to create the design.

# ADVANTAGES

- Increased efficiency and productivity.
- Fewer errors, improved accuracy.
- Reduced labour costs as fewer people.
- Can perform work that is dangerous for humans.
- Can be cheaper over time than using people.

# DISADVANTAGES

- Expensive to set up and maintain.
- Replaces humans meaning job losses.
- No human judgement if something goes wrong.
- Required highly skilled people to operate them.



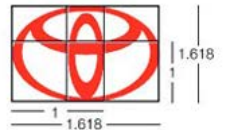
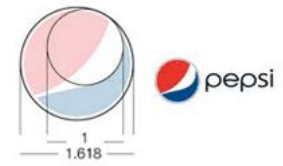
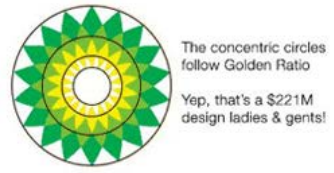
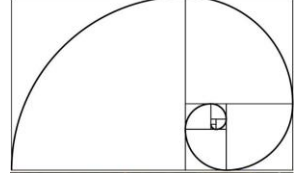
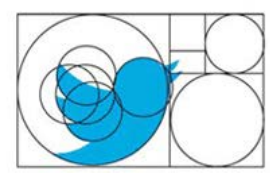
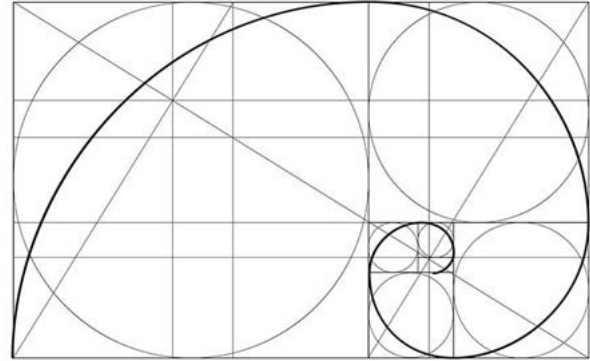
### What is Design Thinking?

Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems and create innovative solutions to prototype and test. Involving five phases—Empathize, Define, Ideate, Prototype and Test—it is most useful to tackle problems that are ill-defined or unknown.







### The Golden Ratio

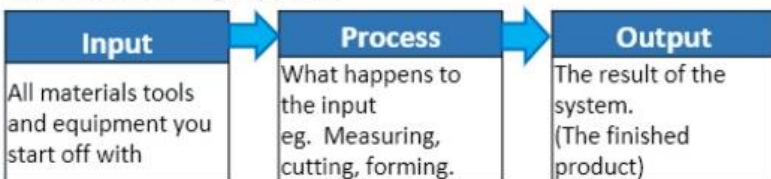
The Golden Ratio is a mathematical ratio that's commonly found in nature. It can be used to create visually-pleasing, organic-looking compositions in your design projects or artwork. Whether you're a graphic designer, illustrator or digital artist, the Golden Ratio, also known as the Golden Mean, The Golden Section, or the Greek letter phi, can be used to bring harmony and structure to your projects.






## 1.1 Technology in Manufacturing

 <p><b>System</b></p>	<p>A collection of parts that work together to do something. made up of <b>Input, Process and Output</b></p>
 <p><b>Smart Technology</b></p>	<p>Machines communicating to carry out tasks without human input. Eg. Stock level checks. Online orders</p>
 <p><b>Automation</b></p>	<p>Machines doing tasks without much/any human input</p> <p><b>Adv.</b> Speed, Cheap, Accurate. <b>Disadv.</b> Expensive. Jobs.</p>
 <p><b>Communication Systems</b></p>	<p>Smart machines communicate with no human input. Humans communicate with phone, email, video call etc.</p>





### Manufacturing System



## 1.2 Production Systems









<p><b>CAD</b></p> 	<p><b>Computer Aided Design.</b> Eg. 2D design for graphics/ programming laser cutter. 3D modelling.</p>
<p><b>CAM</b></p> 	<p><b>Computer Aided Manufacturing.</b> Eg. Laser cutting, 3D printing.</p>
<p><b>CNC</b></p> 	<p>Computer Numerically Controlled</p>
<p><b>Advantages of CAD/CAM</b></p>	<p>Quicker to produce many. Accurate. Shared easily. Save on shipping and labour costs.</p>
<p><b>Disadvantages of CAD/CAM</b></p>	<p>Expensive to set up and train staff.</p>

## 1.3 Product Sustainability









<p><b>Sustainability</b></p> 	<p>The impact of a process or product on the environment.</p>
<p><b>Sustainable</b></p> 	<p>A process or material that can be used without causing permanent damage to the environment or using finite</p>
<p><b>Finite materials</b></p> 	<p>Will run out and can not be replaced (eg. Metal/oil)</p>
<p><b>Non-finite materials</b></p> 	<p>Will not run out, can be replaced (eg. Wood)</p>
<p><b>Carbon Footprint</b></p> 	<p>Amount of greenhouse gas released into the atmosphere by making, using, and disposing of a product.</p>
<p><b>Global warming</b></p> 	<p>Average earth temperature rising, causing damage to habitats leading to extinction.</p>
<p><b>Obsolete</b></p> 	<p>No longer useful. Outdated.</p>
<p><b>Planned Obsolescence</b></p> 	<p>When a product is designed to become outdated or useless quickly.</p>

1.4 Product Sustainability and Social Issues	
Life cycle assessment	<b>Continuous improvement</b> Manufacturers constantly improve products. Often done to sell more (eg. New iPhone models often).
	<b>Life cycle assessment</b> Look at each stage of the life of a product to work out its total environmental impact.
	<b>Material choice</b> Is the material environmentally damaging? Use a lot of energy to extract? Finite? Or is it sustainable?
	<b>Manufacture</b>  Does manufacturing process use a lot of energy? Waste a lot of material? Product toxic gases?
	<b>Using the product</b>  Is the product efficient when being used? Does it use a lot of energy/fuel? Give off toxic fumes?
	<b>Product disposal</b>  Does the product end up in a landfill? Pollute the environment? Harm wildlife?
The 6 Rs	<b>Recycling</b>  Materials can be used again to prevent new materials being extracted. Also reduces disposal waste.
	<b>Repair</b>  Fix things instead of throwing them away
	<b>Re-use</b>  Pass on old products or re-purpose (eg old tire = swing)
	<b>Recycle</b>  Recycling uses less energy than obtaining new materials. Also prevents finite resources being used.
	<b>Rethink</b>  Think about making the design more efficient.
	<b>Reduce</b>  Reduce the number of products customers need to buy (eg. Rechargeable batteries)
<b>Refuse</b>  Refuse to buy wasteful products.	














1.5 Products in Society	
<b>Enterprise</b> 	Identifying new business opportunities and taking advantage of them
<b>Crowdfunding</b> 	Large number of people (backers) invest money to fund an idea.
<b>Virtual marketing</b> 	Promoting a product online through social media, email or pushing it to the top of search engine results
<b>Co-operative</b> 	A business that is owned and run by its members
<b>Fairtrade</b> 	Ensures that workers/farmers get paid a fair price
<b>Market pull</b> 	When a product is made due to consumer demand
<b>Technology push</b> 	Advances in technology drive the design of new products.
<b>Culture</b> 	Way of life, traditions, beliefs, fashion.

1.6 Powering Systems	
<b>Fossil Fuels</b> 	Natural resources that can not be replaced. (Coal, Oil, Gas)
Types of renewable energy	<b>Wind</b>  Wind farms, energy from the wind.
	<b>Solar</b>  Solar panels. Energy from the sun.
	<b>Tidal</b>  Energy from the sea, tides.
	<b>Hydro</b>  Uses a dam, generators make energy as water passes through.
	<b>Biomass</b>  Burning waste wood or crop material.
	<b>For renewable energy</b>  Reduces burning fossil fuels. Methods becoming more efficient. Pressure from people and other countries.
<b>Against renewable energy</b>  Initial cost. Reliability. Effect on landscape.	




## 2.1 Properties of Materials

Working Properties	 <b>Strength</b>	Withstand forces without breaking
	 <b>Hardness</b>	Withstand scratches, abrasion or denting
	<b>Toughness</b>	Resistance to breaking or snapping
	 <b>Elasticity</b>	Stretch and return to original shape
	 <b>Malleability</b>	How easy to bend or shape
	 <b>Ductility</b>	How easy to be drawn out into a wire
Physical Properties	<b>Electrical Conductivity</b>	Electrical conductors let electricity pass through easily
	 <b>Thermal Conductivity</b>	Thermal conductors let heat pass through them easily
	 <b>Fusibility</b>	High fusibility means low melting point
	<b>Density</b>	Mass per unit of volume
	 <b>Absorbency</b>	How good at soaking up moisture
	<b>Ferrous metal</b>	Contains iron
<b>Alloy</b>	Mixture of 2 or more metals	











## 2.2 Paper, Board and Timber

Paper	 <b>Cartridge</b>	High quality, textured, for sketching/cards	
	<b>Layout</b>	Thin and translucent, for sketching	
	<b>Tracing</b>	Semi-transparent, for copying images	
	 <b>Grid</b>	Has a square or isometric pattern.	
Board	<b>Bleed proof</b>	Ink won't bleed, design with marker pens	
	 <b>Solid white</b>	Bleached surface for printing on. Packaging	
	<b>Ink jet card</b>	Ink doesn't bleed. Ink jet printing	
	 <b>Corrugated card</b>	Cardboard – fluted inner core adding strength and rigidity. Packaging	
	 <b>Duplex</b>	Different on each side. Food packaging	
	 <b>Foam core</b>	Polystyrene foam between 2 card layers	
Timber	 <b>Foil-lined</b>	Board + aluminium lining. Food packaging	
	Softwood	 <b>Pine</b>	Light colour, quite strong, cheap. Construction
		 <b>Larch</b>	Attractive, hard, tough, durable. Decking/fences
		 <b>Spruce</b>	Red/brown, hard, not durable. Crates/structures
	Hardwood	 <b>Oak</b>	Good finish. Tough, durable, strong. Furniture
		 <b>Mahogany</b>	Durable, easy to work with, expensive. Furniture
		 <b>Beech</b>	Pink/brown, hard, can be bent. Chairs and toys
		 <b>Balsa</b>	Low density, light, soft, easy to cut. Modelling
		 <b>Ash</b>	Tough, absorbs shock. Tool handles/bats





## 2.5 Textiles and Manufactured Boards





Manufactured wood boards	<b>Blended fabric</b>	A yarn made of 2 or more different material.
	<b>Mixed fabric</b>	A fabric made of 2 or more different yarns
	<b>Manufactured Boards</b>	Processed pieces of wood combined with glue into boards or sheets
	 <b>MDF</b>	Made from tiny fibres of softwood glued together. Cheap, can be painted. Shelves, flat pack furniture
	 <b>Plywood</b>	Several layers of wood glued together with grain at right angles each layer. Strong. Building/furniture
	 <b>Chipboard</b>	Compressed wood chips glued together. Cheap, not strong, absorbs water. Cheap self assembly furniture



3.1 Selecting Materials	
 <b>Functionality</b>	Must have the properties needed (strength etc)
 <b>Availability</b>	How easy it is to source (find) and buy
<b>Aesthetics</b>	Needs to look right (colour, finish etc)
 <b>Cost</b>	Must be cheap enough to make a profit
 <b>Environment</b>	Environmental impact of the material
 <b>(wood)</b>	Renewable if replanted. Deforestation if not
 <b>(metal)</b>	Non-renewable, mining damages eco-systems
 <b>(plastic)</b>	Non-renewable (oil). Won't biodegrade
 <b>Social factors</b>	Impact on people/society. Fair trade, conditions
 <b>Ethical factors</b>	No animal products, good working conditions etc
 <b>Cultural factors</b>	Views, religion, cultural differences

Factors affecting material choice

3.3 Scales of Production		
<b>One-off</b>	 <b>Info</b>	Highly skilled workers make the whole product. Takes a lot of time. Can be made to measure
	<b>Used for</b>	One-off, small scale. Wedding dresses, prototypes, some expensive furniture
<b>Batch</b>	 <b>Info</b>	Specific quantity (batch) made in one go. Batch can be repeated. One process on whole 'batch', followed by another on the whole batch. Quicker than one off per product. Uses templates, jigs, moulds etc.
	<b>Used for</b>	Lots of one product (e.g. sofas, keyrings)
<b>Mass</b>	<b>Info</b>	Lots of stages (simple, repetitive tasks). Each worker does one small part repeatedly. Assembly line. Expensive specialised equipment, high set up cost. Mostly unskilled staff. Robots can be used
	 <b>Used for</b>	Thousands of identical products. Newspapers, cars
<b>Continuous</b>	 <b>Info</b>	Runs all of the time, 24hrs a day. Automated, not many workers. Machined make huge number of the same thing. Expensive set up, but then fast and cheap per product
	<b>Used for</b>	Vast quantity of same item. Aluminium foil, drinks

3.4 Quality Control		
 <b>Quality Control</b>	Checks to make sure product is made to a high standard. Checks are made at every stage of manufacture	
<b>Tolerance</b>	The margin of error. Must be within _mm +/- _mm	
<b>QC test</b>	 <b>Go/No Go</b>	A jig to measure and check a size is within tolerance
	 <b>Registration marks</b>	Usually a cross printed onto paper or board. Used to check printing plates are aligned correctly
	<b>Check against original</b>	Quicker than measuring to check each part
<b>Methods</b>	 <b>Depth stops</b>	Stops drilling at correct depth
	<b>Programming laser cutter</b>	Power setting, speed setting, thickness setting
	<b>PCB exposure</b>	Correct developing time for etching PCBs

5.2 Stock Forms and Standard Components	
	<p><b>Stock form</b> Standard shape/size materials can be bought in</p>
Timber (wood)	<p><b>Planned square edge</b> Rough surfaces shaved off to give smooth, sharp edges. Used for furniture etc.</p>
	<p><b>Rough sawn</b> Not smoothed. Cheaper. Construction (not seen)</p>
	<p><b>Mouldings</b> Strips with shaped cross section. Door frames etc.</p>
	<p><b>Manufactured</b> MDF/Plywood etc. Come in set sheet sizes and thicknesses. Cheap furniture, construction (plywood)</p>
Metal	<p><b>Sheet</b> Flat sheets, can be press moulded</p>
	<p><b>Rod</b> Circular section sticks</p>
	<p><b>Tube</b> Like a rod, but hollow</p>
	<p><b>I-shaped girder</b> Strong girders used in construction</p>
Plastic	<p><b>Sheet/tube/rod</b> Standard sizes and thicknesses</p>
	<p><b>Foam</b> Used for packaging and modelling</p>
	<p><b>Films</b> Good for vacuum forming. Windows in packaging</p>
	<p><b>Granules</b> Can be melted and used in casting and moulding</p>
	<p><b>Powders</b> Can be used in moulding, as coating or 3D printing</p>
<p><b>Standard components</b> Ready made parts. Cheaper for the manufacturer</p>	
<p><b>Temporary fixings</b> Can be taken apart if needed. Screws (thread grips the material). Nuts and Bolts (bolt grips the nut)</p>	

5.4 Shaping materials – Hand Tools	
Saws	<p><b>Rip saw</b> Cutting wood</p>
	<p><b>Tenon saw</b> Straight cuts in small pieces of wood</p>
	<p><b>Hacksaw</b> For cutting metal and plastic</p>
	<p><b>Coping saw</b> Cutting curves in wood or plastic</p>
	<p><b>Wood chisel</b> Hit with a mallet to shape wood</p>
	<p><b>Cold chisel</b> Hit with hammer to shape metal</p>
	<p><b>Plane</b> Has an angled blade, shaves off thin layers of wood</p>
	<p><b>File</b> For shaping and smoothing metal</p>
	<p><b>Abrasive paper</b> Different types for smoothing wood/metal/plastic</p>
Drilling	<p><b>Bradawl</b> Press to make hole in wood/plastic to locate drill bit</p>
	<p><b>Centre punch</b> Hit with hammer to dent metal to locate drill bit</p>
	<p><b>Twist bit</b> Drill small holes in wood, metal, plastic</p>
	<p><b>Flat bit</b> Large, flat bottomed holes, wood or plastic</p>
	<p><b>Countersink bit</b> Make holes for screw heads to sit in</p>
	<p><b>Hole saw</b> Make big holes in thin material</p>

5.6 Shaping Techniques	
Shaping	<p><b>Milling</b> Remove material one layer at a time</p>
	<p><b>Lathes</b> Material held and rotated, shaped using tool/bit</p>
	<p><b>3D printing</b> Additive CAM process, prints layers of molten plastic</p>
	<p><b>Metal pressing</b> Press metal sheet between two moulds. Car doors etc.</p>
Casting	<p><b>Casting</b> Molten material poured into a hollow mould</p>
	<p><b>Die casting</b> Metal or plastic melted and poured into mould</p>
Bending	<p><b>Metal folder</b> Bending sheet metal. Aluminium, tin etc.</p>
	<p><b>Laminating</b> Thin wood strips glued and held in a curved jig</p>
	<p><b>Line bending</b> Acrylic sheets. Heat, bend when soft, solidifies.</p>