



Junior Certificate Examination 2010

Materials Technology Wood
Coursework - Design Briefs

Ordinary Level and Higher Level
200 marks

The Design Briefs for the Certificate Examinations 2010 are given overleaf

THE COURSEWORK MUST BE COMPLETED BEFORE 30 APRIL 2010

NOTICE TO EACH CANDIDATE:

- 1. The coursework you submit for assessment must be your own individual work.**
- 2. It must be executed in school under the supervision of your teacher.**
If you submit coursework which cannot be authenticated by your teacher, you will not receive any marks for either the artefact or the design folio.
- 3. When using research sources, including the Internet, the sources must be acknowledged.**
Research material copied directly from the Internet or from other sources and presented as your own work will not receive any marks.
- 4. You must submit separate, distinct coursework – artefact and design folio.**

INSTRUCTIONS TO CANDIDATES:

1. Select **one** project from either the Higher Level **or** Ordinary Level design briefs opposite.
2. The completed artefact should be accompanied by a design folio which should include:
 - *Analysis of the selected design brief*
 - *Investigation/research relating to the proposed solution*
 - *Development of design ideas, their evaluation and preferred solution*
 - *Sketches, notations and working drawings required for the completion of the preferred solution*
 - *Evaluation of the design and of the finished artefact.*
3. The completed coursework - both artefact and design folio - must be available for assessment by **30 April 2010**.
4. Your **Examination Number** should be written clearly on both the completed artefact and the design folio.

COURSEWORK - DESIGN AND REALISATION

Design Briefs - Ordinary Level

- 1. Design and make a small elegant clock for display in a young person's room. The design of the clock should incorporate a facility to display a favourite photograph.**

Include in your design decorative features to reflect a theme of your choice.

- 2. Design and make a decorative artefact to dispense paper towels in a kitchen. The design should incorporate a facility to store a spare towel roll.**

The artefact should be elegant in appearance and should incorporate a cooking theme.

- 3. Design and make a portable artefact to hold a number of small garden hand tools.**

The artefact should be lightweight, suitable for outdoor use and should incorporate a nature theme.

Design Briefs - Higher Level

- 1. Many young people like to participate in sport and leisure activities.**

Design and make an artefact to store sports and leisure gear for one activity. The artefact should be compact, freestanding, elegant in appearance and be designed to allow easy access to your sports gear.

You should demonstrate how you considered your carbon footprint in the design, in the selection of materials and in the processes used in the manufacture of the artefact.

- 2. Young people are often concerned about environmental issues such as global warming and ecological biodiversity.**

Design and make an artefact to express your commitment to the preservation of the natural environment. The design should be inspired by the idea of nature conservation and should reflect the beauty of natural forms. The artefact should be elegant to behold in a setting of your choice.

- 3. Many young people like to read and to listen to music for relaxation.**

Design and make a free standing artefact to hold a small number of your favourite books. The artefact should be designed to display personal items that reflect your interest in music and also to allow the titles of the books to be easily visible. The design should be elegant in proportion and be attractive to behold.

INFORMATION TO CANDIDATES
Allocation of Marks - Ordinary Level and Higher Level

Marking Headings	Ordinary Level	Higher Level
Analysis of Brief	10	10
Investigation/Research	10	10
Design Ideas/Solution	10	20
Sketches/Working Drawings	10	20
Evaluation	10	10
Folio Total	50	70
Fitness for Purpose	20	20
Appropriate Use of Materials	10	10
Creativity	20	20
Demonstration of Skills	60	40
Quality of Finish	20	20
Overall Appearance	20	20
Realisation Total	150	130
TOTAL	200 marks	200 marks

A simple model of a design process is shown below.
 It is recommended that you follow the sequence of such a design process.

