

# Year 5



## Art and Design: Design for a Purpose

### Techniques



I know how to use drawing to explore my design ideas for an empty space. I know how to add detail to my design by cutting out and adding shapes and drawing on my design. I know how to create a more refined version of my original idea.



I know how to design a coat of arms by selecting and placing symbols, which represent a person, appropriately within a shape.



I know how to work in a team to design and 'sell' a product idea. I know how advertising, words, USP and packaging serve to give a product an identity.

### Vocabulary

#### Design:

The design process involves developing a design proposal related to the product specification within a design brief.

#### Prototype:

A prototype is an early model of a product built to test an idea.

#### Functionality:

The functionality of a product refers to how well it serves its purpose.

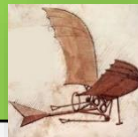
#### USP:

The unique selling point of a product (or service) is a feature of the product that distinguishes it from other similar products and makes it more appealing.

### Inspirational Works



'One Foot Taller' glasses (2018) by British artist and designer Dominic Wilcox.



Italian artist and engineer Leonardo da Vinci (1452-1519) invented objects hundreds of years ago which could not be made then, but, with advances in technology, have since been realised.



British designers Morag Myerscough and Luke Morgan created bold and bright rooms at a children's hospital in Sheffield (2017).