



June 2014

GCSE DESIGN AND TECHNOLOGY PRODUCT DESIGN

A552/TS Designing and Making Innovation Challenge

TASK SHEET

**To be opened on the day of the examination
between 1 April 2014 and 21 June 2014**

MODIFIED LANGUAGE



INSTRUCTIONS TO CANDIDATES

You will have 6 hours in two 3 hour sessions plus 30 minutes to reflect on design ideas, to complete the examination.

At the end of the examination you must have:

- chosen **one** of the challenges detailed on this task sheet;
- completed a workbook showing your creative thinking and how your idea works;
- produced a **model/prototype** to show the important features of your design;
- at least **four** photographs fixed in your workbook showing your modelling, trialling and prototyping activities;
- completed the 'Reflection' section of the workbook between 24 and 72 hours after finishing the challenge.

INFORMATION FOR CANDIDATES

- This document consists of **2** pages. Any blank pages are indicated.

INSTRUCTION TO EXAMS OFFICER/INVIGILATOR

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Adventure Breaks and Activities

Situation:

OCR Adventure Breaks is an outdoor adventure activity. The company provides a range of activities for individuals, families, schools and community groups. The activities include:

- climbing
- abseiling
- canoeing
- white water rafting
- bush craft and survival
- mountain biking
- paintballing.

From the list of challenges below choose **one** challenge which you will design and make a model/prototype solution for.

Challenge 1 ‘Promotional Material’

Many companies offer similar activity breaks. OCR Adventure Breaks want three dimensional (3D) promotional material that will make them more appealing than other adventure companies. The promotional material will be displayed at places such as youth clubs, schools and community centres. Design and make a model/prototype solution for promotional material.

Challenge 2 ‘Camping Food’

People doing overnight activities need a healthy and balanced hot meal. A meal needs to be provided. The meal must be easy to carry and be cooked by the person doing the activity. Design and make a model/prototype solution for a meal kit.

Challenge 3 ‘Overnight Shelter’

A portable shelter is needed for people doing the overnight bush craft and survival activity. The shelter should be easily carried. Design and make a model/prototype solution for an overnight shelter.

Challenge 4 ‘Day Bag’

Each person doing the adventure activities will be given a day bag to use to carry essential equipment such as food, water, first aid, and spare clothing. A suitable day bag is needed. Design and make a model/prototype solution for a day bag.



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