

Exemplar for Internal Achievement Standard Design and Visual Communication Level 2

This exemplar supports assessment against:

Achievement Standard 91342

Develop a product design through graphics practice

An annotated exemplar is an extract of student evidence, with a commentary, to explain key aspects of the standard. It assists teachers to make assessment judgements at the grade boundaries.

New Zealand Qualifications Authority

To support internal assessment

Grade Boundary: Low Excellence

1. For Excellence, the student needs to effectively develop a product design through graphics practice.

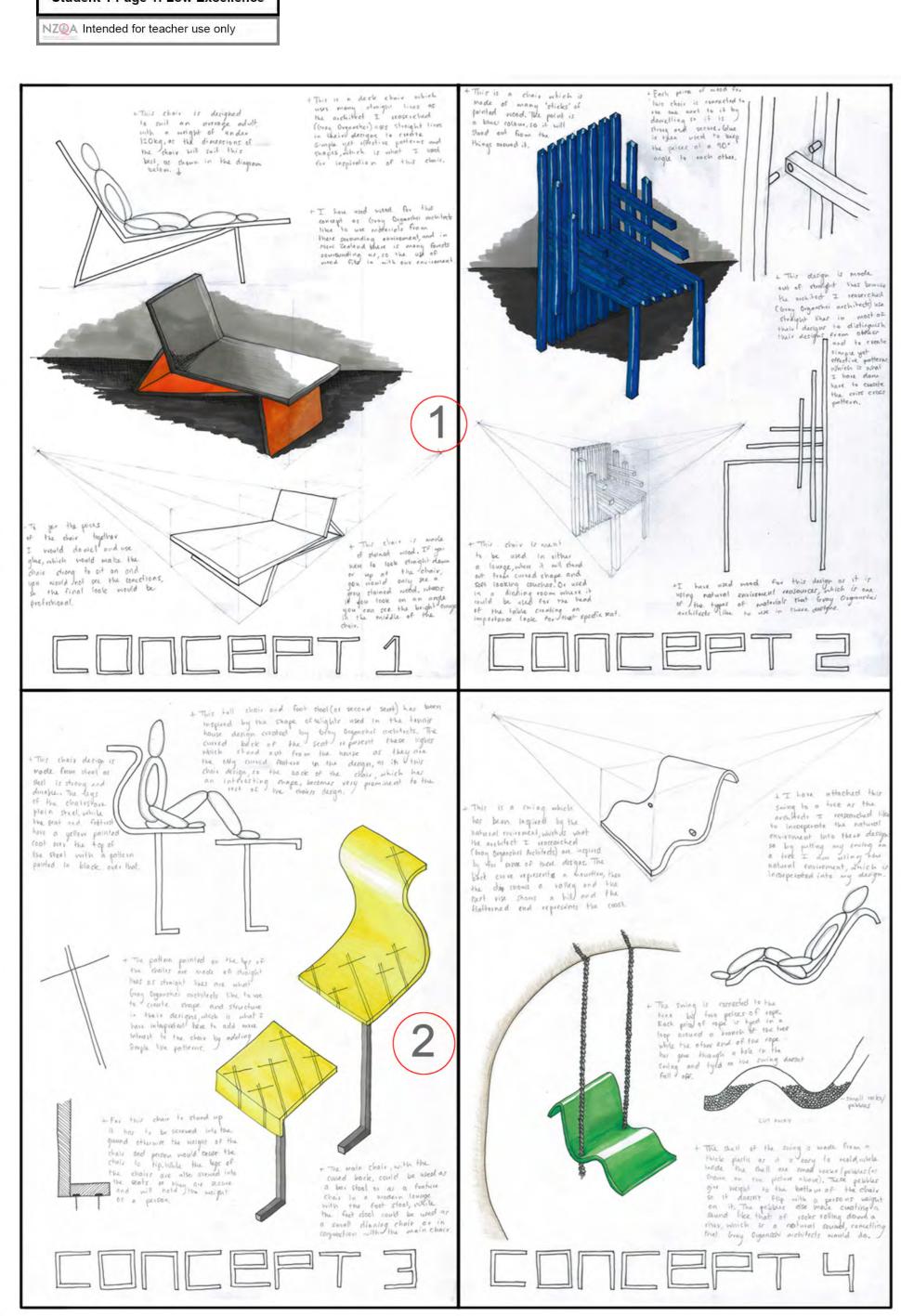
This involves reviewing and refining well considered design ideas that integrate product design knowledge throughout the development.

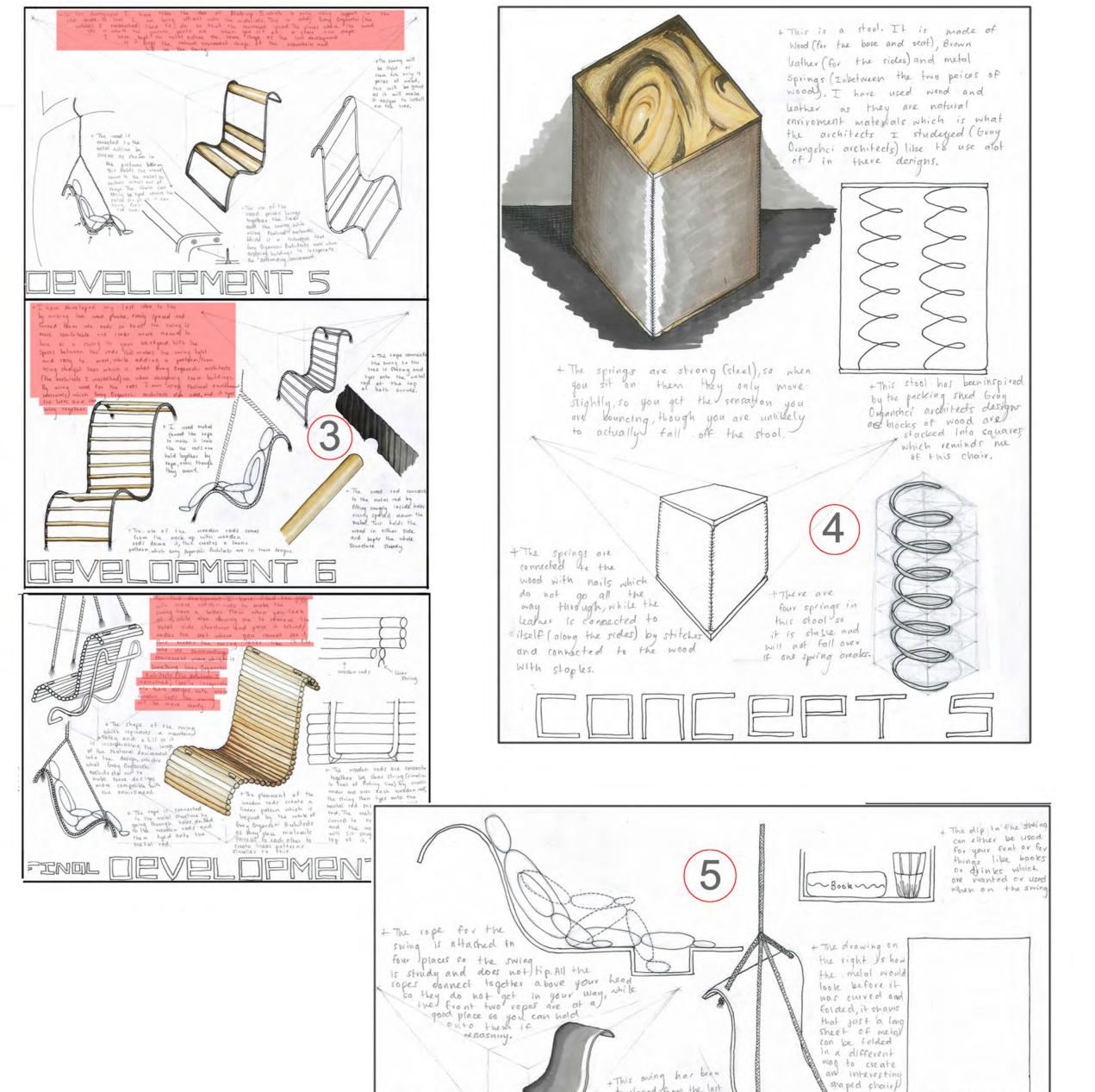
This student has integrated technical product design knowledge of fixtures, fittings and some assembly detail throughout the initial ideas and development (1) (2) (3) (4) (5). The student has also integrated product visual communication techniques and approaches such as product design drawings and rendering, to effectively develop a seating design (1) (2) (3) (4) (5).

The skills used to present the ideas are effective, and the mock-up and modelling begin to contribute to the review and refinement of well-considered ideas (6) (7).

For a more secure Excellence, the student could integrate further ergonomic and functional aspects (product design knowledge) in the development of the seating design. For example, integrating anthropometric data to establish optimal seat dimensions.

Student 1 Page 1: Low Excellence





This swing is

made of metal with a rope attaching it to a tree. The wetal shines

in the run and create

an interesting and unusual look for under a tree.

developed from the last

owing.

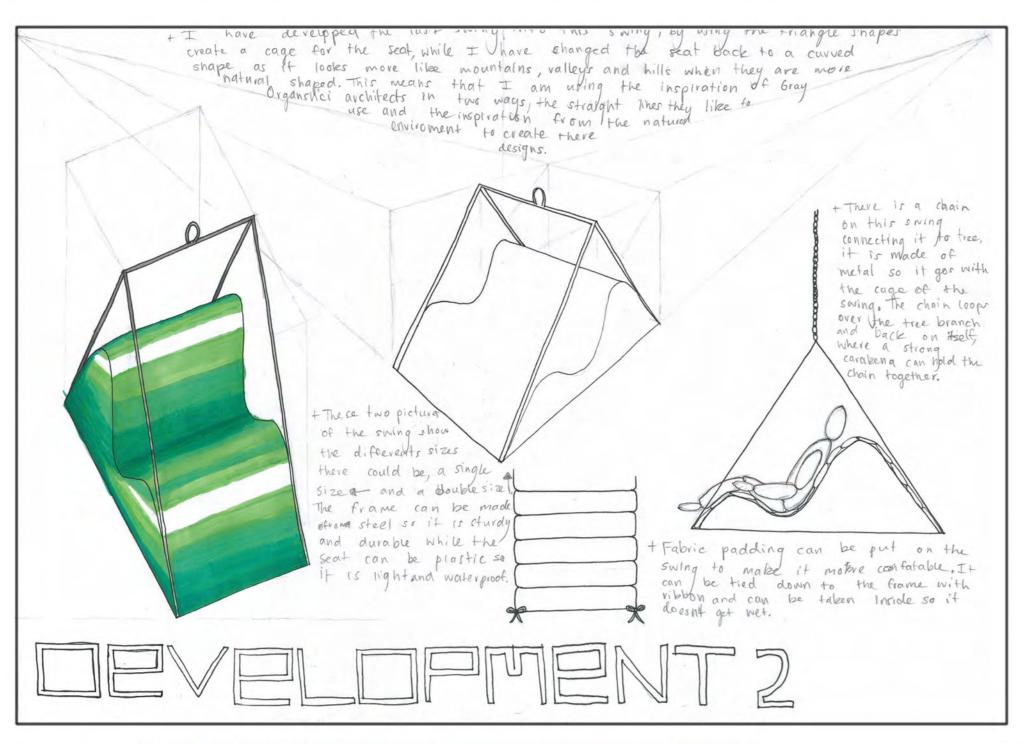
one, by taking the age

out, make the rope move like the coge and simply the seat into only one major curve with an extra

peid (the dip in the seat). The seathglis still inspired

by bray organischi architects as It is how a hill and the loast with a stream running

through the middle. Whi his the natural environment that I they like to be inspired for, for their designs.

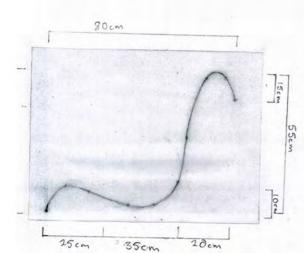






+ This is a evgonome of my swing. It shows how a person will sit on it. It also shows the aproxomite height as the yellow ruler shows I metre. So it is around 0.5 metres off the ground, which means you are able to swing easily without hitting your feet on the ground.

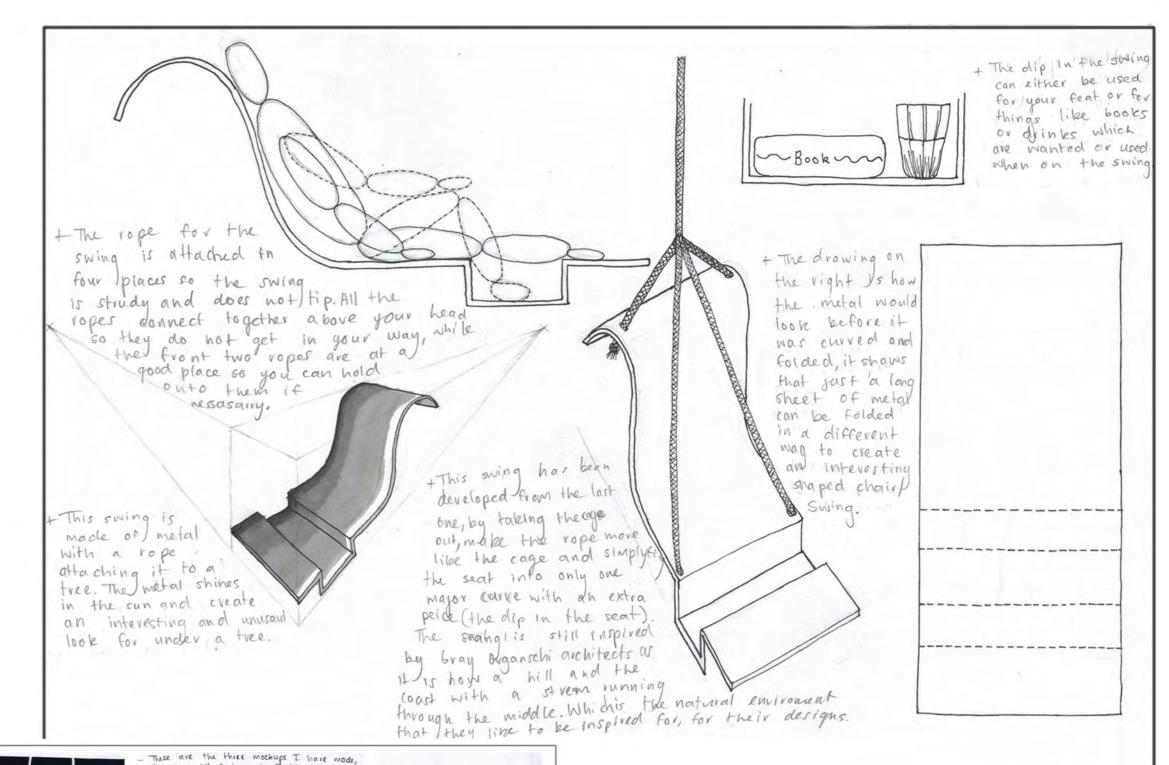
the picture below shows
the diamensions of the swing
its width is 60cm and its
length is 80cm and its
height is 60cm.



the pictures below show a digagonal veiw and a front on veiw of the swing seat shape. The diagonal veiw shows how your tegs sit on the swing. While the front on veiw shows how wide the seat could be, as it needs to fit an average size adult and two peices of tope not right on the edge of the swing.









headen swing black-up.

Optilayed to excelle a Cresting pattern of the Stricks. There could be used or the base of a seal or as the side of a swing or choir. The head be used used by used be used on the stock beautiful to the page of the used of the used could be used on the stock beautiful to the used of the used of

MOCK-UP DEVELOPMENT

Student 1 Page 2: Low Excellence

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This is a tracing of all the mark-repring logicities and tennel 90% with the stand of true chain the trace shape which hades up of the back-repring to the back-repring to any hos favor whether paints to good begin this paint of the Union on direct the trace of the Union of works it scownice to a mark the back and the convect summer to the back and the convect of the back and the

Grade Boundary: High Merit

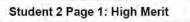
2. For Merit, the student needs to clearly develop a product design through graphics practice

This involves:

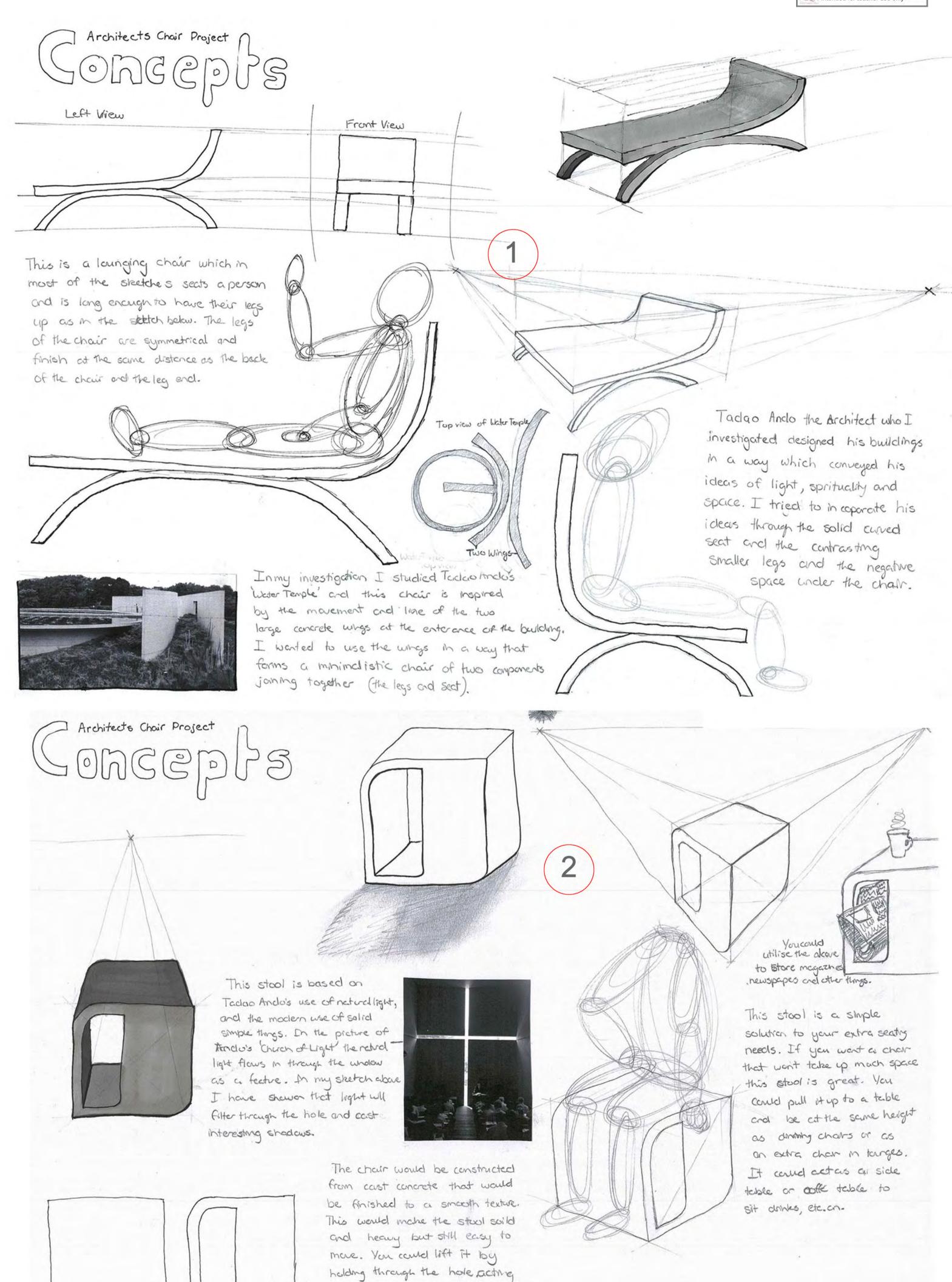
- reviewing and refining design ideas that incorporate product design knowledge
- making design judgements on relevant features of the design, in response to the brief, that inform the progression of design ideas.

This student has shown review and refinement throughout most of the portfolio. This incorporates product design knowledge for the design of a chair (7) (8) (9) (10). Design judgements on relevant features of the design, in response to the brief, that inform the progression of design ideas are shown throughout the student annotation (1) (2) (3) (4) (5) (6).

To reach Excellence, the student would need to show further evidence of the review, refinement and progression of the design ideas integrating product knowledge. For example, further construction and assembly knowledge would help to demonstrate progression that integrates product knowledge.

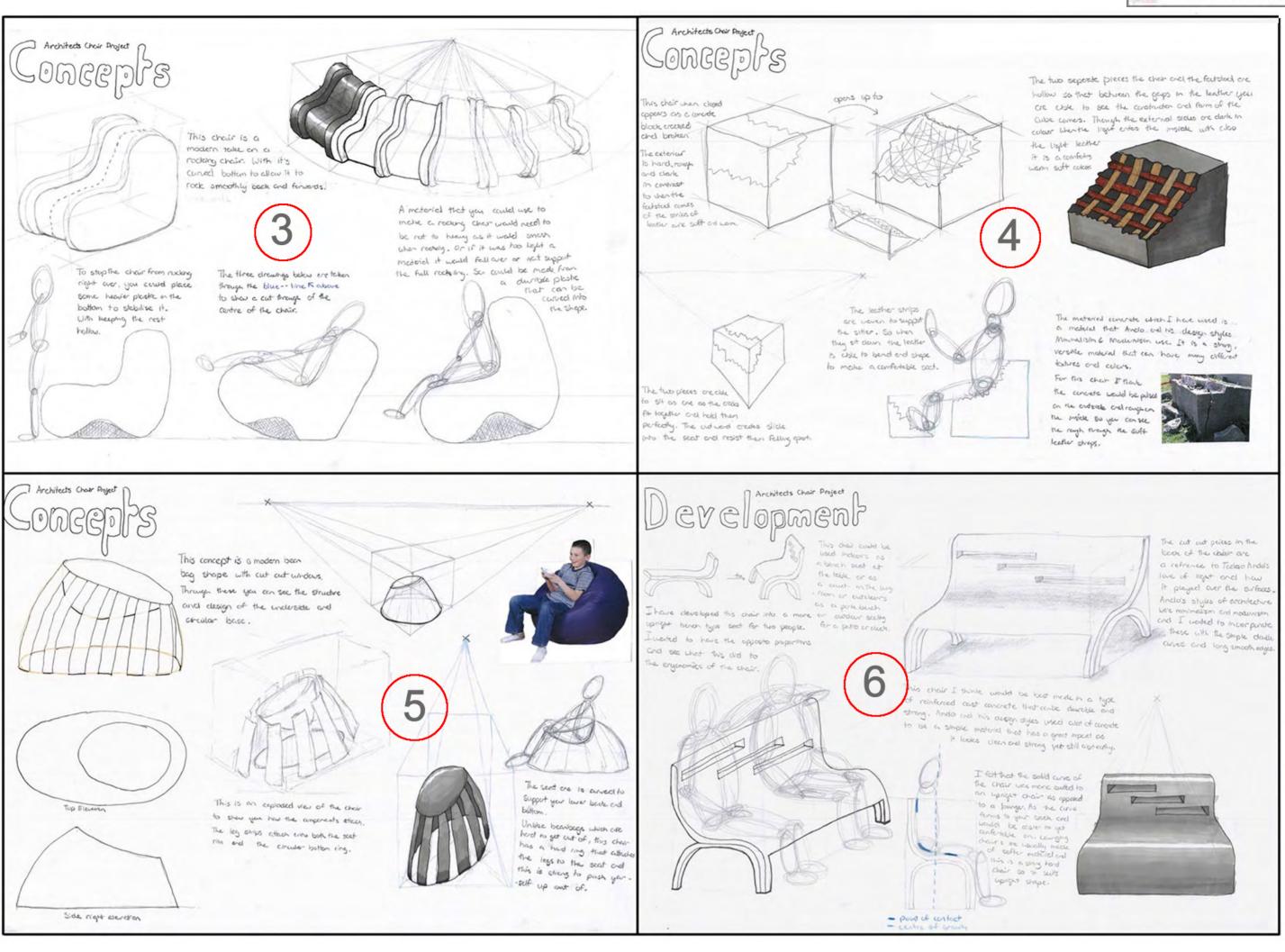


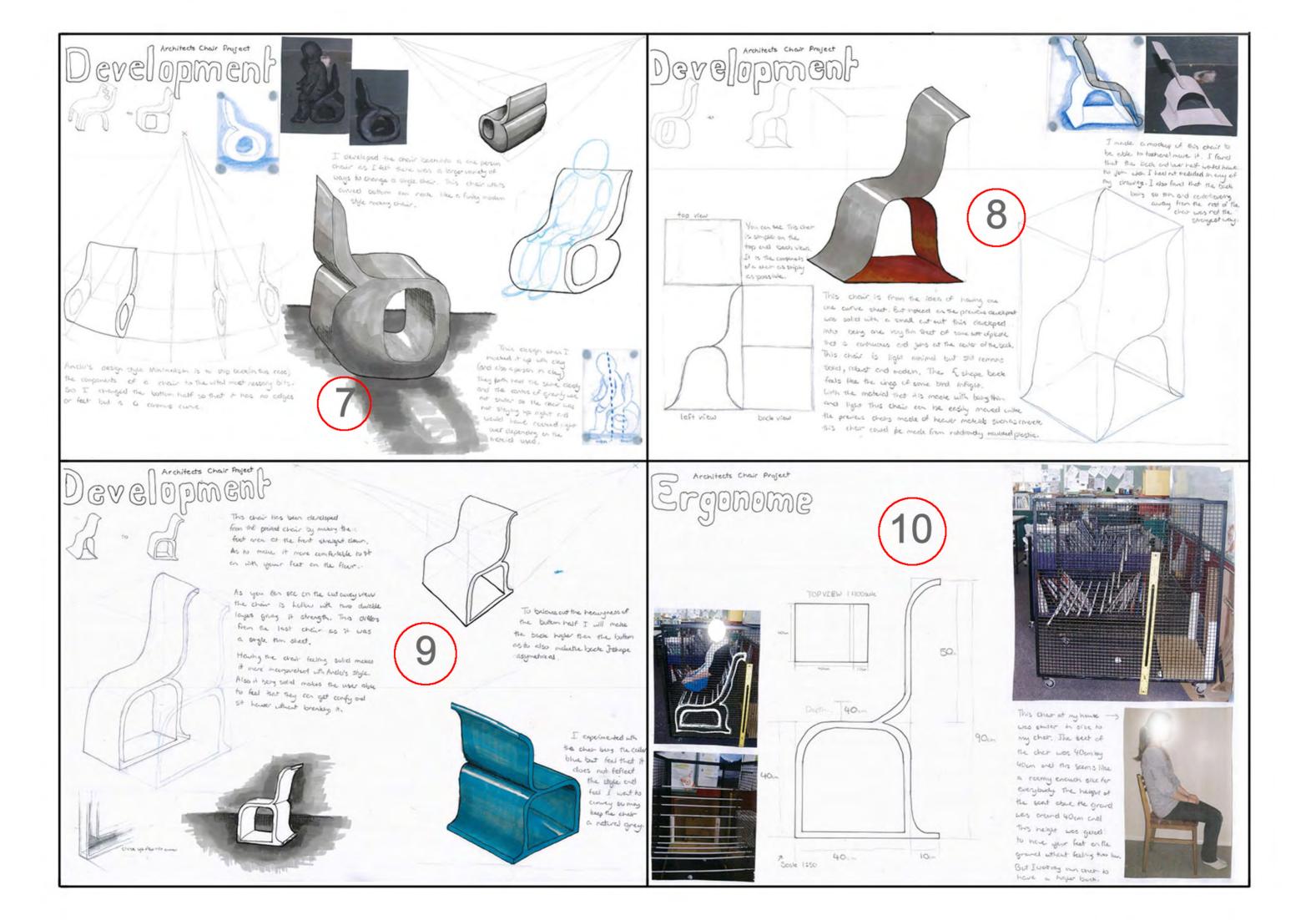
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like a hardel.

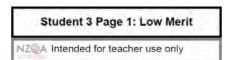
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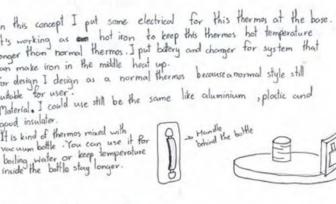


Grade Boundary: Low Merit 3. For Merit, the student needs to clearly develop a product design through graphics practice This involves: reviewing and refining design ideas that incorporate product design knowledge making design judgements on relevant features of the design, in response to the brief, that inform the progression of design ideas. This student has reviewed and refined some of the details in a design for an insulated flask (1) (2) (3). The student has made some good design judgements on the relevant features, and these judgements mostly inform the progression of the insulated flask (2) (3). For a more secure Merit, the student could further review and refine overall shape and form, and incorporate justification of dimensions, shape and form based on ergonomic and anthropometric data.

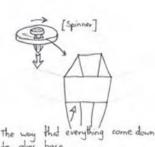




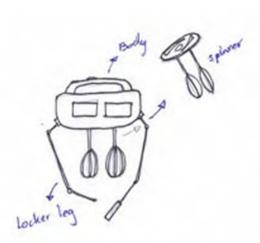






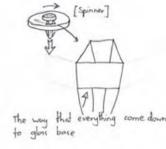




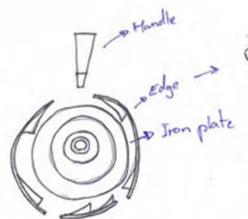


Many miners has base on its but it is not suitable for carring. This machine got shaky when using it so I decide to make it hand-using so you have to control by yourself but I did put locked for locking container.

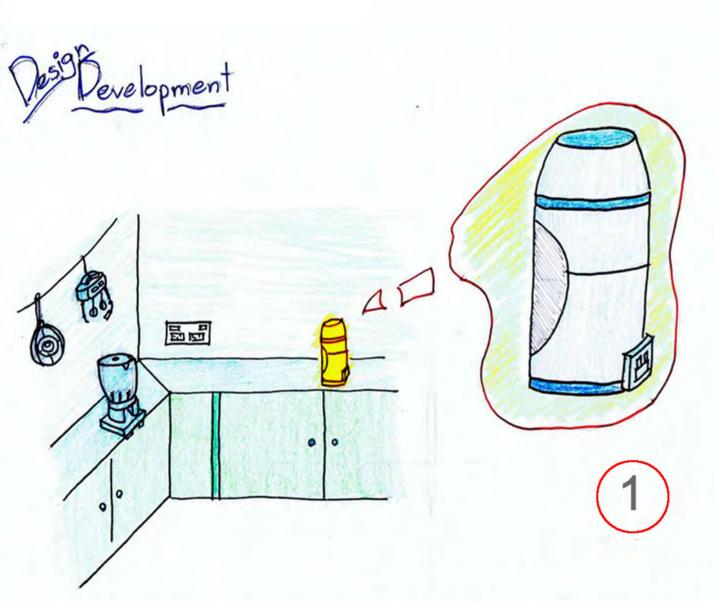
Bad things about this machine is not durable body with hand-north machine. Locking leg could keasily to break if it is too thick but if I make it too thin it would be too big. If I make it too small for the body it is hard to put more function for its abilities.



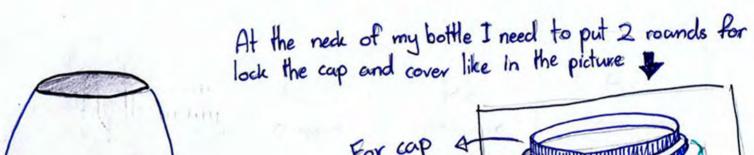


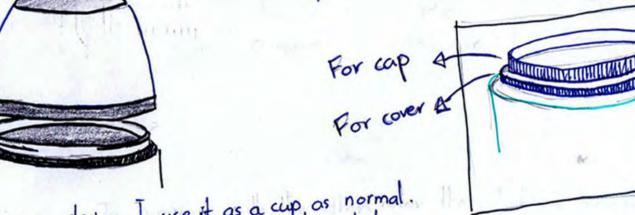


This pan is like a puzzle with you can change their composition. You can make it bigger or smallersize. But It has no electrical or mechanic system on it.



For first start of my design development, I chose to develop the electric thermos which is one of my four ideas. I want to make this kithen ware more useful with put more mechanical system that not too complicate for me to design and make the design of themos looks pretty. With the first design steps I used normal shape of bottle to start but I will design it more and more. Make it look pretty more suiteable and useful. Modern style is the main point of my design as well.



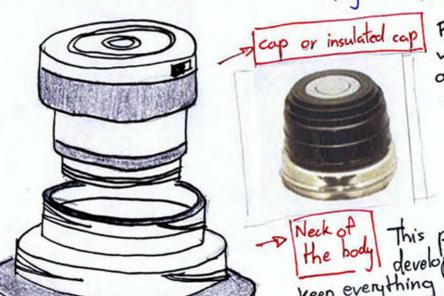


For cover design I use it as a cup as normal.

Material for cup are plastic and stainless steel or aluminium. It's up to the body that which materials

I'm could

Cover or cup This is a normal cup that use as a cover or cup. For material it usually be face plastic in side and at the edje and outer surface make it shiny and is aluminium or stainless to make that I am oping is aluminium or stainless to make that you don't easy to clean up. I have an idea that you don't easy to clean up. I have an idea that you don't easy to clean up. I have an idea that you don't easy to clean up. I have an idea that you don't need to put some mechanism system that you want to get need to take this cup of when you want to get need to take this system will appear in page 3 of some drink. This system all appear in page 3 of my Design Development. I'm going to use.



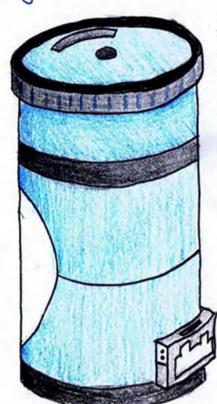
For insulated cap I use a normal one, with you have to push it to make it with you have to push it to make it open. As I researched and used this cap open. Working very well so I will skip it is working very well so I will skip it to other part.

Neck of This part bit is an importance part that I will the hody develop it corretully because it is the part that keep everything shut.



Body Design n. Kolon

From the other page of Design Development this design is the first from all pourt together

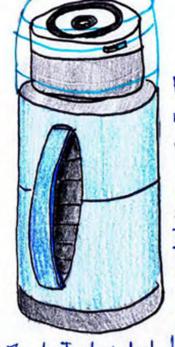


for me this design is fulfil every design and my idea but it is looks pretty ugly so with this page I will change all most every but still keep it functional.





eye view this is kind of process inside that I explained in the other page



For body they are only two main parts which are body and holder.

For sorby inside holder I leave space like in my drawing.

I put cushion to protect user's hand from touching body part that may hot.

Final I decreded to not put window in A because it may cause damage through my window and break the whole body by heat. It is a lot saftier to put all stainless over the body. At least they are 2 or 3 coat inside the bottle that to keep temperature constant and to keep heat from users.



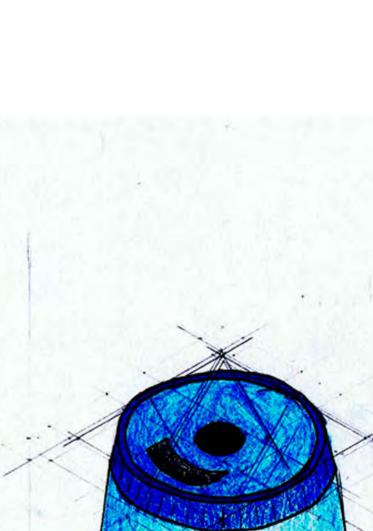
But now technology has change we can put more colour in like orange green purple or yellow on surface like stable or silvery ..





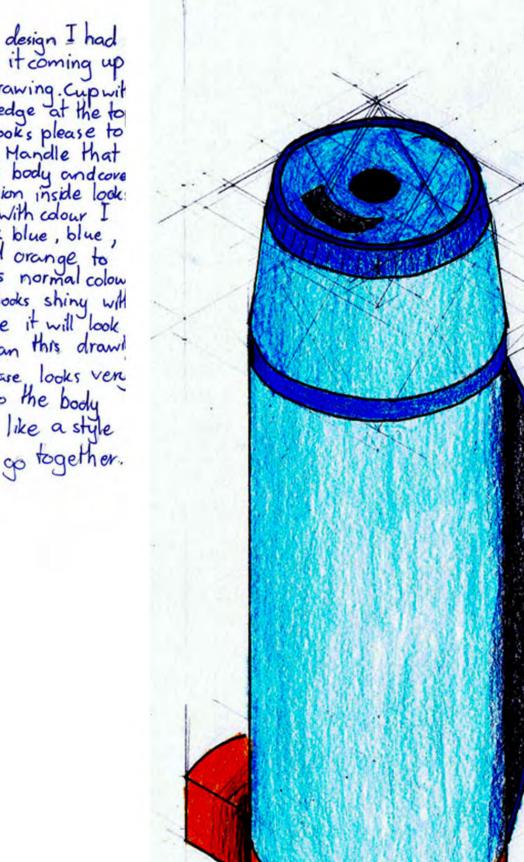
The process of painting colour on aluminhum we called 'Anodized aluminium' it will increase corrosion resistance, to increase hardness and to allow dyelng.

From every design I had developed it coming up like this drawing. Cup with take the edge at the to made it looks please to our eyes. Mandle that attach to body and core with cushion inside looks modern. With adour I used down to med dork blue, blue black and orange to fill it. It is normal colow when it looks shiny with the surface it will look better than this drawl contract to the body but looks like a style that can go together.

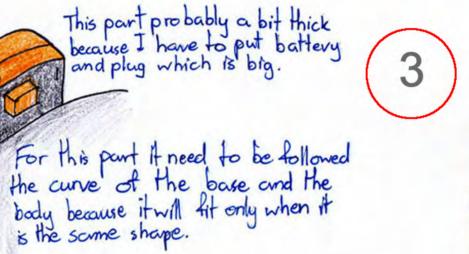


Student 3 Page 2: Low Merit

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This is my new design up from the first design it is look like a nachine but this one I put curve just a little bit to not effect to space inside the cup. Itook the edge at the top out
I think it still easy to use if take it out
excause material I used is very sticky
our hands and not sliperly and
our hands and not sliperly and
easy to clean up without smell after
dean it.



Grade Boundary: High Achieved

4. For Achieved, the student needs to develop a product design through graphics.

This involves:

- exploring and refining design ideas that draw on product design knowledge
- making design judgements on the positive and/or negative aspects of aesthetic and functional features of the design in response to a brief.

This student has explored the shape and form of a toaster (1) (2) and showed refinement which draws on some product knowledge (3) (4) (5). There are examples of design judgements on the positive and/or negative aspects of aesthetic and functional features throughout (3) (4) (5) (some of these examples are highlighted in red).

To reach Merit, the student could show further development of the form of the design (its three dimensional nature) and progress the overall development of the toaster design. There could also be review of size requirements such as the toaster compartment and links to ergonomic principles.

This toaster is efficient as it can cook numerous amount of toast at a time and you don't have to cook them all at once which can be useful. It is a different design but it is effective. It is simple to use and is multifunctional, it could fit different types and sizes of toast at a time. It wouldn't take up much room on the bench. The shape of the design is interesting but is quite strange looking.



This toaster is quite chunky looking and simple. But would work well and be easy for the to use. It would be multifunctional because it could fit different types of toast and sizes. The rounded instructive types of cours and sizes. I he rounded shape of the design waters it look more interesting but the colour of the toaster is plain and boring. The traster would be quite efficient as it can fit more that one piece of toast in at once and wouldn't take up too much room on the house.



This is a simple square toaster with the normal pop up design. The colour and curved like design of the toaster makes it look quite modern and good for people who what a normal but interesting looking toaster. This toaster is good because it is multifunctional because the bit you put the toast in is joined so you can fit different (e.g. larger) types of toast in if needed, it would take up more space on the bench that the other design ideas but still not much toase.

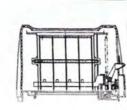


This is quite a different idea in cooking toast. You pull open the side of the toaster and put the toast in to cook it. It is an effective design. It wouldn't be very efficient because only one piece could be cook at a time but you would be able to see into the toaster so you could check that your toast isn't burning which would be useful for the user. The design is interesting and effective. The modern type toaster might not take much power to run and wouldn't take much room on the bench for the user. It has good simplicity of use and design.









Student 4 Page 1: High Achieved

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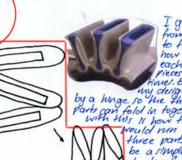
Initial Ideas



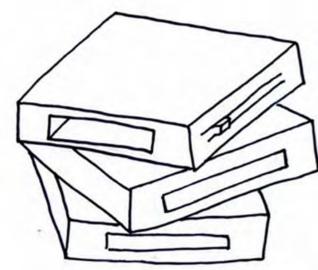
Inspiration of the general shape of my deign from this toarteron the left. But I decided to add a second part to it so it cauld passibly hold two different sizes of toast to go into it. It would be a simple pop up toaster with a leaver on the tooster with a leaver on the right hand ride which is wheel down to cook the tourt.

I decided to use the idea of a vubics cube and have three sections with three different slots to put the tourt in. They would be able to cook the three places of tourt at different times and would be able to twist each section to their derived position The only problem with this

delah is when the toart is ready and popular up it would pop up and out onto the floor. I believe this toarter would fit well into the modern kitchen.



by a lunge so the three different parts can fold in together. the problem with this 11 how the power with this 11 how the power welld run through each three parts. It would be a simple pop up toater for each separate part. This drive would fit wall design would fit well



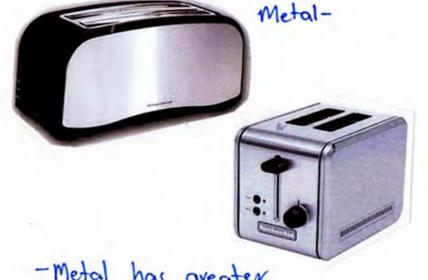
I chose to develop this idea further because there are alot of possible changes that could be made and it is a different idea Which could fit well in the modern kitchen.

If I have an open slot with a normal slots that would pop out and possible that it would fall out of the toaster and land onto the floor. So It would need a tray that it could go onto or have it in a draw that pops out and the wer could pull out and put the



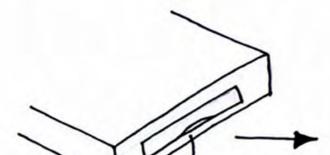


-More easily moldable, than metal. It could also be more safe than metal as it doesn't conduct electricity as well as metal does.

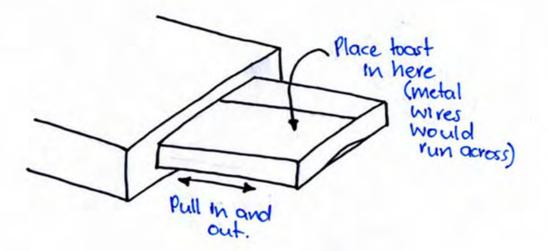


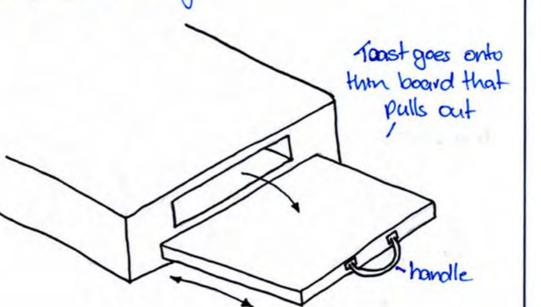
-Metal has greater structural strength than plastic does. It 11 also more durable so can hold up for a longer length of time.

- For the materials of my toaster I have decided because of the reasons above to have a metal structure on the inside with a plastic overlay.



toast onto.





Initial Ideas*2



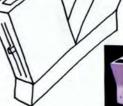
This design is simple and is a usual popup tower. If would be made out of Plastic Material and would fit three pieces of toat in. This delign has no different parts to it than a normal toarter which could be changed. It might



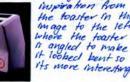
This design has a different shape to it which makes it look more interesting. But because of its shape it might not fit different sized toart. It would be made from metal and would be a simple

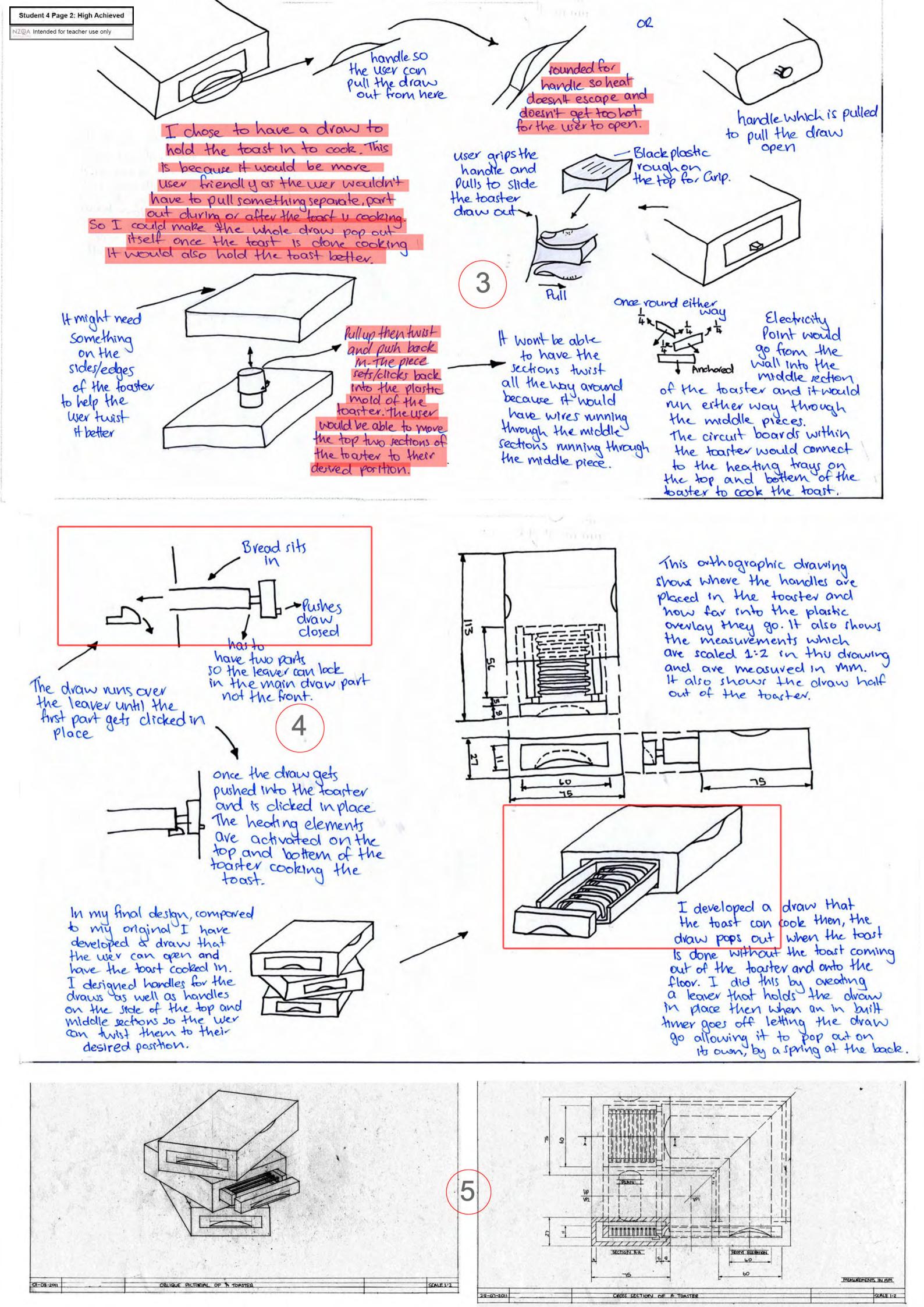


I got my inspiration from this toceter from develop the design more I would change the legs to make them fit the circular design better.



The design is a simple pop up toarter but has two





Grade Boundary: Low Achieved For Achieved, the student needs to develop a product design through graphics. This involves: exploring and refining design ideas that draw on product design knowledge making design judgements on the positive and/or negative aspects of aesthetic and functional features of the design in response to a brief. This student has shown some exploration of 3D form (1). The student uses good visual communication skills to show technical refinement of a food mixer idea (2) (3) (4). Design judgements are on the positive and/or negative aspects of aesthetic, and functional features of the food mixer are shown throughout (2) (3) (4). For a more secure Achieved, the student could strengthen the exploration of shape and form and use design tools (anthropometrics, ergonomes, mock-ups, and models).



Locker

Blade

It gives extra - stability

to my food mixer as

it holds tightly the

container.

Side view



If allows the users to open the cover a little harder, but it gives a secure to them. The users need to remove the safety first and then turn the cover clock - direction to separate from the container. opener

joint

electric paint

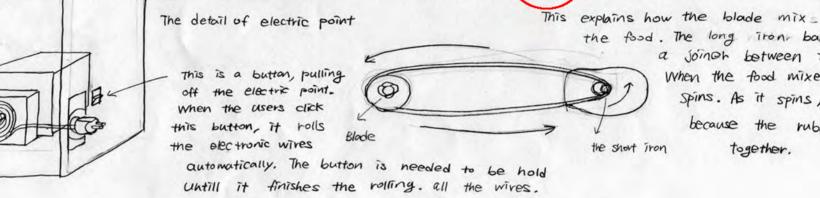
wotor

second

The joint makes it possible to open the my food mixer's cover. The users can bend the upper part maximum to 90° by using the joint.

- display, The screen will be touch-screen so this will increase the convenience of the users, (controller) from clicking the control buttons.

> The display screen is connected to the moter. The electronic lines make possible to communicate between them. When the user send the message from the screen, it will reach to the motor through electronic wires and work as what the user wanted.

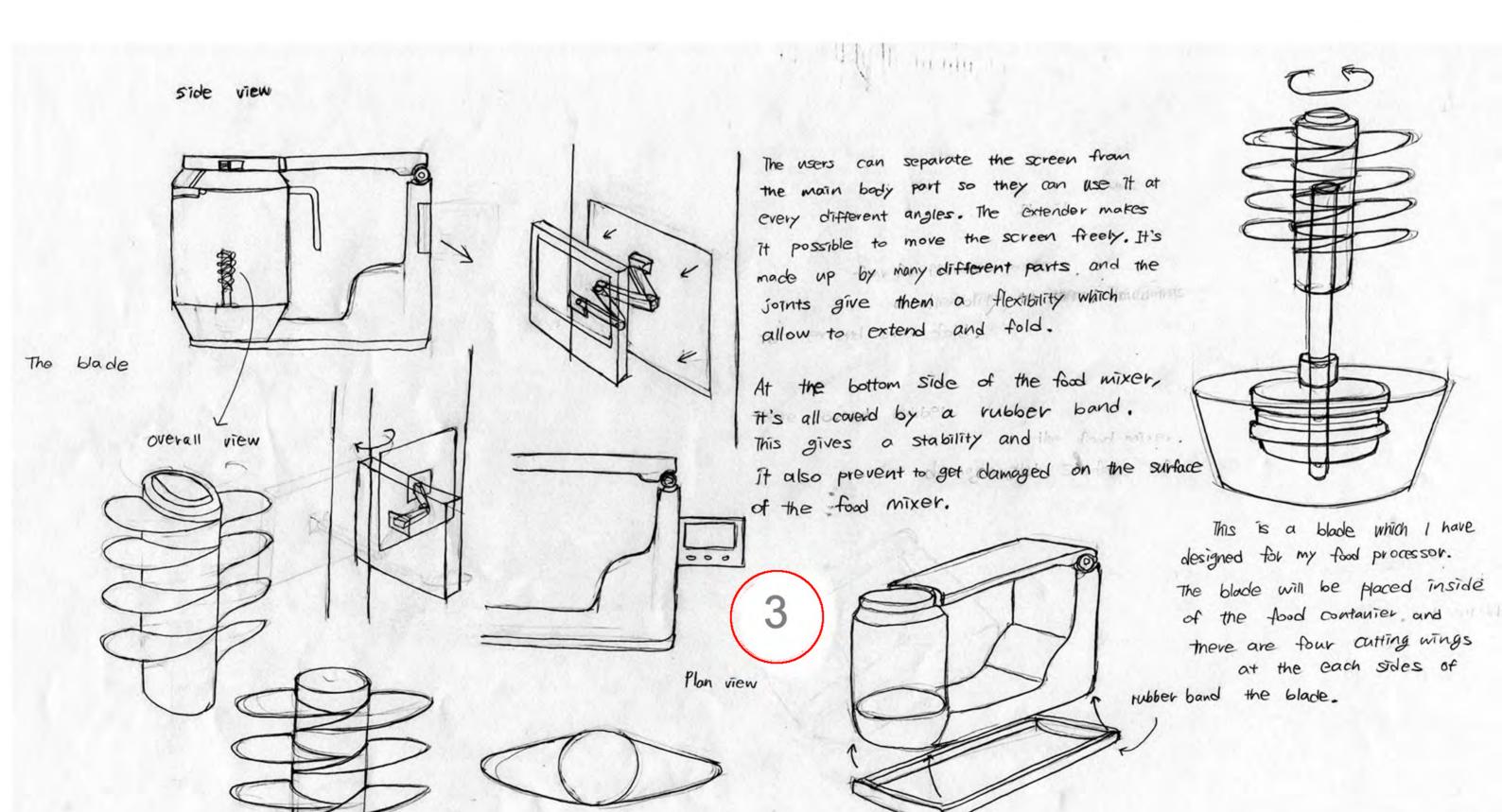


the food. The long iron bound perform as a joiner between the blade part and the motor. When the food mixer works, the short iron spins. As it spins, the block part also spins because the rubber band connected them

together.

electronic

wires

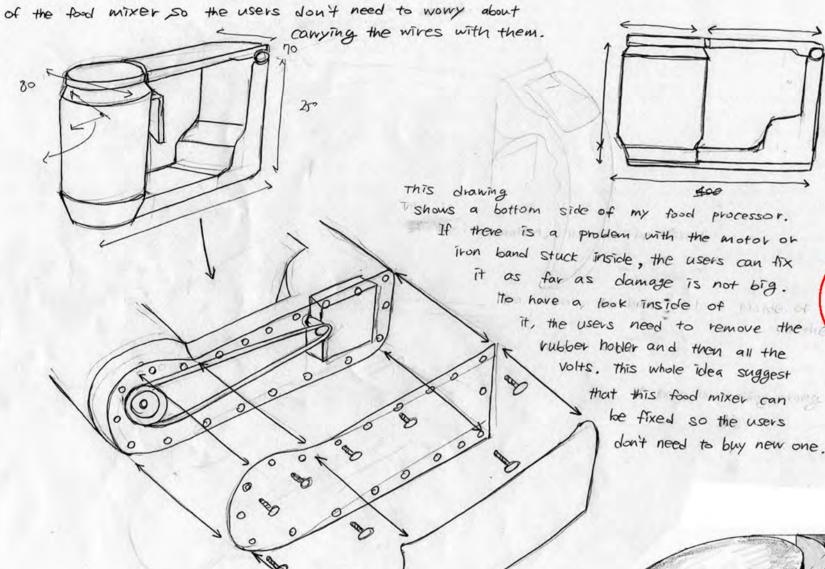


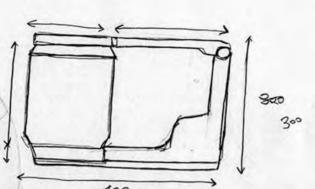
Development 3

This food mixer is chargeable. It's aspect says that the users don't need to be bothred by electronic wires. They can charge it through the wire (which the food mixer has), and they put it on the places they want, for example outside of the house.

The size

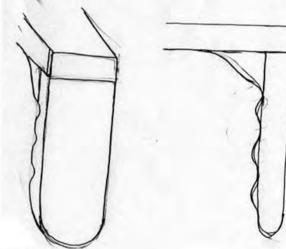
There is a system of rolling the wires trinside made

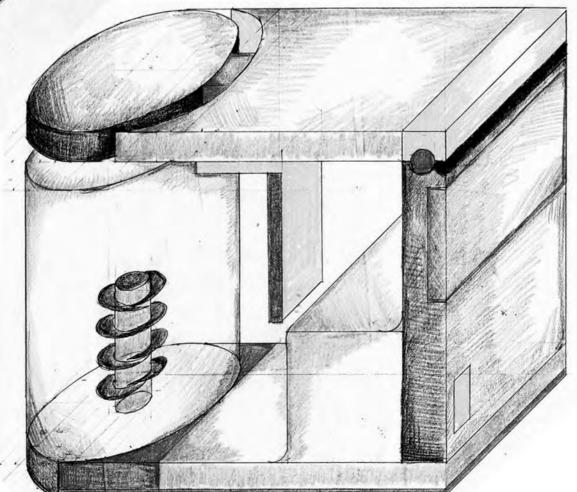




The handle

this is the handle which it is going to be placed at the food container. It has designed to consider people's grip. You can see the curved lines which it gives a comfort and tight-hold when they grip the handle. In general the design is modernistic and quite simple.





Grade Boundary: High Not Achieved For Achieved, the student needs to develop a product design through graphics. This involves: • exploring and refining design ideas that draw on product design knowledge • making design judgements on the positive and/or negative aspects of aesthetic and functional features of the design in response to a brief. This student has explored design ideas which draw on some product knowledge (1) (2). There is refinement of the pepper mill that draws on some technical information (3) (4) (5). To reach Achieved, the student could draw on design tools such as anthropometric data and ergonomic principles to refine optimal comfort, grip, texture etc. There could also be further refinement of aesthetics in terms of the overall colour and materials.

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