

Paper and board

A-level Design and Technology: Product Design requires students to engage in both practical and theoretical study. This specification requires students to cover design and technology skills and knowledge. The first material area that you will study is paper and Board.

Paper & Board

- layout paper: sketch pads
- cartridge paper: printing
- tracing paper: copying images
- bleed proof paper: marker rendering
- treated paper: photographic printing
- watercolour paper: painting
- corrugated card: packaging
- bleached card: greeting cards and high quality packaging
- mount board: modelling
- duplex card: food packaging
- foil backed and laminated card: drinks packaging
- metal effect card: gift packaging
- moulded paper pulp: eco-friendly packaging

Investigate the following Paper and boards produce a mood board to show how they are used and explain why they are used for specific applications.

Paper & Board

- layout paper: sketch pads



Layout paper (50 gsm) Smooth finish, translucent (see-through), cheap to buy For sketching and developing design ideas

1. Moodboard

Use the internet to produce a mood board of paper and board structures and shapes.



Material and construction investigations.

Experiment with paper and board to investigate how it can be used to form interesting shape and form.

- First concepts are both fully relevant to the context and feasible for further development and are clearly communicated through a fully appropriate variety of methods and techniques.



Development of Ideas

Use the shape and form that you developed in your investigations to design a range of ideas for an innovative light.

- In the development of innovative design proposals the student will demonstrate clear evidence of originality, creativity and a willingness to take design risks.
- Excellent use of a variety of modelling techniques to support ongoing development work throughout. This is supported by the use of drawings, sketches, annotations and notes showing clear evidence of design thinking.



Final concept, testing & evaluation.

Develop a final design and produce a working prototype. Use a light source (could be the light on your phone) to test and evaluate the final design. Take photos to show your work.

