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| Subject: NCFE Level 1/2 Technical Award in Creative**DESIGN AND PRODUCTION** |
| Terms | **Topics covered** and **core knowledge and skills** | Links to careers | Links to the Knowledge organiser and other additional resources |
| Half term 1 | DESIGN AND PRODUCTION IN CONTEXT **Design movements:****Arts and Crafts** (circa 1860–1915):KEY SOCIAL FACTORS:▪ reaction to industrialisation▪ aimed to improve the quality of designKEY FEATURES:▪ emphasis on nature as a starting point for ideas▪ often handmade, hand-crafted items which were labour intensive and expensive▪ wide range of materials (wood, metal, textiles, glass and ceramics)KEY DESIGNERS:▪ William Morris▪ Charles Voysey**Art Nouveau** (circa 1880–1914):KEY SOCIAL FACTORS:▪ desire to create ‘new’ or modern design for all social classes▪ showcase art for everyday lifeKEY FEATURES:▪ natural, organic shapes with floral and plant influences▪ use of modern materials (iron, glass, ceramics) with wood▪ asymmetrical or whiplash curved lineso key designers:▪ Louis Comfort Tiffany▪ Charles Rennie Mackintosh**Art Deco** (circa 1920–1940):KEY SOCIAL FACTORS:▪ reaction to World War I▪ Greek, Egyptian and Aztec influencesKEY FEATURES:▪ geometric, angular shapes, flowing circles and curves▪ elegant, functional, and ultra-modernKEY DESIGNERS:▪ Eileen Gray▪ René Lalique | <https://www.rya.org.uk/training/careers><https://www.indeed.com/career-advice/finding-a-job> <https://www.stem.org.uk/resources/community/collection/458166/careers-fashion-and-textiles>  <https://www.drapersonline.com/news>  [https://theartcareerproject.com](https://theartcareerproject.com/fashion-careers/)  <https://www.velvetjobs.com/articles/insights> | **Knowledge Organisers:**<https://maritime.rivoagency.com/admin/wp-content/uploads/sites/20/2022/10/DT-Art-Nouveau-KO1.pdf><https://maritime.rivoagency.com/admin/wp-content/uploads/sites/20/2022/10/DT-Arts-Crafts-KO.pdf> |
|  | **Design principles:****Dieter Rams 10 good principles of design:***• is innovative**• makes a product useful**• is aesthetic**• makes a product understandable**• is unobtrusive**• is honest**• is long-lasting**• is thorough down to the last detail**• is environmentally friendly**• is as little design as possible* |  |  |
| Half term 2 | DESIGN AND PRODUCTION IN CONTEXT **Design movements:****Bauhaus** (circa 1919–1933):KEY SOCIAL FACTORS:▪ aesthetics of fine art applied to everyday items▪ function over decorationKEY FEATURES:▪ streamlined design with little or no embellishment or ornamentation▪ mass production, use of industrial materialsKEY DESIGNERS:▪ Marcel Breuer▪ Marianne Brandt**Modernism** (circa1914-1939):KEY SOCIAL FACTORS:▪ social improvement through functionality and good design▪ rapid development of cities and modern industrial societiesKEY FEATURES:▪ experimentation with new and old technologies▪ adoption of technology in daily lifeKEY DESIGNERS:▪ Ludwig Miles van der Rohe▪ Alvar Aalto**Memphis** (circa 1981–1988):KEY SOCIAL FACTORS:▪ Italian design group described as kitsch, garish and retro▪ reaction to the design of the 1970s and dominated the 1980sKEY FEATURES:▪ bold, colourful, unusual pieces▪ block use of colour, white space▪ distinctive black lines and repetitive geometric patternsKEY DESIGNERS:▪ Ettore Sottsass▪ Nathalie du Pasquier**Post-modernism** (1945–late 20th century):KEY SOCIAL FACTORS:▪ a broad movement, celebrates the unconventional▪ a pick-and-mix culture, no single definition of styleKEY FEATURES:▪ links to retro, techno punk and grunge▪ ridicules conventionKEY DESIGNERS:▪ Alberto Alessi▪ Vivienne Westwood**Design principles:****How good design influences everyday life:**▪ *architecture**▪ fashion**▪ product design**▪ furniture**▪ sustainable design* |