

**GENERAL CERTIFICATE OF SECONDARY EDUCATION
DESIGN AND TECHNOLOGY
PRODUCT DESIGN**

Designing and Making Innovation Challenge

A552/TS

TASK SHEET

**To be opened on the day of the examination
between 10 January 2011 and 25 January 2011**

JANUARY 2011



INSTRUCTIONS TO CANDIDATES

You will have a total of 6 hours to complete the examination. This is normally 2 × 3 hour sessions plus 30 min reflection session.

At the end of the examination you must have:

- selected **one** of the challenges detailed on this paper;
- completed an answer booklet 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 at some time between 24 and 72 hours after completion of the challenge.

INFORMATION FOR CANDIDATES

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

INSTRUCTION TO EXAMS OFFICER / INVIGILATOR

- Do not send this insert for marking; it should be retained in the centre or destroyed.

Theme Park Visits

Situation:

The 'OCR Jungle' theme park offers a range of activities to suit all ages and provides shops and restaurant areas.

From the lists of challenges below select **one** challenge for which you will design and manufacture a prototype solution.

Challenge 1 'Event Promotion'

Throughout the day special events such as clown performances and face painting are held to entertain young children. A three dimensional (3D) method of promoting these special events is required.

Challenge 2 'Healthy Jungle Eating'

The theme park is aiming to encourage healthy eating. They wish to sell a children's meal pack. The pack should be based upon a 'jungle animals' theme.

Challenge 3 'Staff Uniform'

Theme park staff undertake different roles during the day. Job roles include car park management, security, ride supervision and shop work. A uniform is required for the theme park staff. The uniform must indicate the person's job role and allow the job role to be easily changed.

Challenge 4 'Interactive Play Equipment'

The theme park's play area for children under the age of 5 requires a new piece of 'interactive' play equipment.



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