

# Pearson Edexcel Level 3 GCE AS

## Design and Technology (Product Design)

### Component 2: Independent Design and Make Project Contextual Challenge

**Release date 1 June 2018**  
**Valid for certification in 2019**

Paper Reference  
**8DT0/02**

**You do not need any other materials.**

#### Instructions to candidates

- You must undertake a small-scale design, make and evaluate project in response to the contextual challenge given in this paper, taking into account the needs and wants of the user.
- You should use creativity and imagination when applying iterative design processes to develop and modify designs, and to design and make a prototype/product.
- The term 'product' is understood to be a generic term for all final outcomes of design practice including systems and objects. The term 'prototype' refers to a design outcome which is a preliminary version of a product from which other forms may be developed.
- You have been provided with a theme from which you must Design and Make a product/prototype in relation to one of the five contextual challenges listed. You will be required to show how you have addressed the theme through your ideas and your final outcome.

#### Design and Make Portfolio

- You must produce and submit a supporting Design and Make Portfolio. The form of the portfolio will reflect your individual approach but, in particular, the contents will provide evidence of your ability to address and fulfil the marking criteria.
- Your Design and Make Portfolio:
  - may be made up of approximately 30 A3 pages or electronic equivalent
  - may include, graphical, written or digital evidence
  - must include photographic evidence showing the manufacturing processes and the final prototype/product
  - will identify your progress through this context
  - will show the breadth and depth of research
  - must demonstrate the iterative process which includes the analysis and evaluation of design decisions and outcomes.

Turn over ►

## Theme

### 'Conservation'

Conservation should be an important consideration for governments, companies and individuals. Conservation is the action of preserving, protecting and restoring something for the benefit of future generations. This could be:

- the natural environment and/or wildlife
- natural resources such as fossil fuels and water
- archaeological, historical and cultural sites and artefacts.

The design industry has tried to take advantage of concerns about conservation by marketing products as retro, vintage, upcycled and green. This may have the advantage of reducing the amount we throw away whilst maintaining the environment, resources and artefacts for future generations. Organisations such as English Heritage, The National Trust, Freecycle and charity shops embody this notion of conservation in many aspects of life.

In this contextual challenge, you will need to design a product/prototype, space or environment that reflects conservation. You should consider both indoor and outdoor environments, spaces where people live, work and play, the products that people discard, and how they could be conserved.

### Contextual Challenges

You must Design, Make and Evaluate a product/prototype in relation to **one** of the following contextual challenges to address the theme 'Conservation':

1. Furniture or equipment that conserves resources
2. Equipment or device that monitors and encourages conservation
3. Clothing, wearable devices or accessories that promote conservation
4. Products that enable conservation within the home or work place
5. Transformation of an existing space or environment that conserves its key archaeological, historical, natural and/or cultural design features.