

**Artefact overview:** This overview has been designed to be used in conjunction with the teacher guide to support those teaching the Extended Project. The guidance is there as a starting point for teachers to build on and adapt to suit their school. A student guide is also available.

Lesson	Lesson topic	Outline	Time (min)	Resources	Key topics
Handout 1	What is an Artefact?	<ul style="list-style-type: none"> <li>Handout</li> <li>Possible starting points and outcomes</li> </ul>	n/a	Exemplar Artefact Extended Project reports(s) available <a href="#">here</a> . or from your own previous learners	<ul style="list-style-type: none"> <li>Definition of artefact</li> <li>Requirements for 'extension'</li> </ul>
Handout 2	The design framework	<ul style="list-style-type: none"> <li>Handout</li> </ul>	n/a	Supplements the Extended Project Guides produced by AQA, Edexcel and OCR.	<ul style="list-style-type: none"> <li>Organisational issues relating specifically to Artefact projects</li> </ul>
Handout 3	Design and communication	<ul style="list-style-type: none"> <li>Handout</li> </ul>	n/a	Supplements the Extended Project Guides produced by AQA, Edexcel and OCR	<ul style="list-style-type: none"> <li>Graphic communication</li> <li>Computer-aided design</li> </ul>
Handout 4	3D construction	<ul style="list-style-type: none"> <li>Handout</li> </ul>	n/a	Supplements the Extended Project Guides produced by AQA, Edexcel and OCR.	<ul style="list-style-type: none"> <li>Model making</li> <li>Construction</li> </ul>
1	At the museum	<ul style="list-style-type: none"> <li>Case study: At the museum</li> <li>Activity 1: On the market</li> </ul>	15 25 + homework	Access to internet and library resources A variety of pictures and 3D artefacts, including some low-cost items that might be sold in museum shops (Workshop facilities if learners are to carry out the tasks themselves)	<ul style="list-style-type: none"> <li>Using the design brief</li> </ul>

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2	Stadium	<ul style="list-style-type: none"> <li>Case study: Stadium</li> <li>Activity 2 The journey home</li> <li>Activity 3 Looking at graphics</li> </ul>	15 10 15 +home work	Examples of graphic design, e.g. technical drawings, maps, presentation material such as car adverts, food packaging, logos, posters and CD covers  Workshop facilities if learners are to carry out the tasks themselves	<ul style="list-style-type: none"> <li>Using the design brief</li> <li>Graphic communication</li> <li>Scope offered for 'extension'</li> </ul>
3-6	Mini projects	<ul style="list-style-type: none"> <li>Carry out a mini project to develop skills and knowledge</li> <li>Decide on the practice project, get started</li> <li>Developing ideas</li> <li>Producing a prototype</li> <li>Presenting outcomes</li> </ul>	40 40 +home work 40 x 2 40	Hardware resources for the projects  Suitable facilities and assistance to complete the projects and deliver a short presentation on the outcome  Other briefs developed by teacher/tutors and learners	<ul style="list-style-type: none"> <li>Using the design brief</li> <li>Design</li> <li>Planning</li> <li>Workshop skills</li> <li>Evaluation</li> <li>Presentation</li> </ul>

*Acknowledgments: These free resources were originally published on the Edexcel Level 3 Extended Project Teacher Resource Disc (Heinemann 2009). They have been slightly adapted and updated by the coordinating editors for free dissemination on this website.*