

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

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

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.