


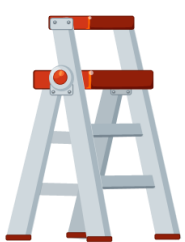
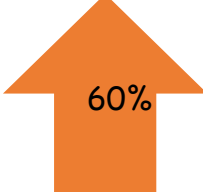
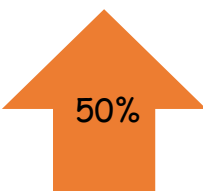
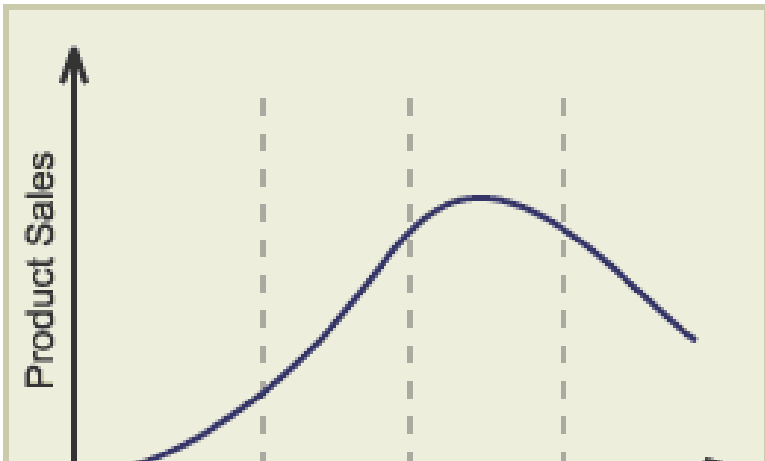
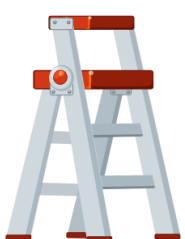


Percentage	I can ...	Prove it!
	<p><b>Analyse and evaluate products to inspire your design.</b></p>	<p>Use ACCESSFM to analyse this product and state how this could inspire you to design a lamp</p>  <p>Use a mind map to create a strategy for your bird house.</p>
	<p><b>Create a design strategy</b> Explore how technology push and market pull affect product lifecycle.</p>	<p>List ways in which technology push and market pull affect mobile phones:</p>



Percentage	I can ...	Prove it!
 <p>60%</p>	<p><b>Create design specification points from a brief.</b></p>	<p>List 5 requirements for a product to fit this brief:            Sport has become an increasingly popular leisure activity. Gym membership has increased in the UK by 30% over the last 10 years and 40% more adults play a team sport compared to 2003.</p> <p>A sports brand would like to create a new range of trainers. Design and make a pair of sports trainers. They must be able to be worn outside and in the gym.</p>
 <p>50%</p>	<p><b>Define Technology push and market pull.</b></p> <p><b>Explain the stages of product lifecycle.</b></p>	<p>Explain what is meant by technology push.            Explain what is meant by market pull.</p> <p>Label the stages of the product lifecycle and explain what happens at each stage.</p> <div style="text-align: center;">  </div>





## Key Words:

Research

Design

Make

Evaluate

Customer

Client

Function

Material

Market pull

Technology push

Product lifecycle

