



Junior Certificate Examination, 2014

Materials Technology Wood
Coursework - Design Briefs

Ordinary Level and Higher Level
200 marks

The Design Briefs for the Certificate Examinations 2014 are given overleaf

THE COURSEWORK MUST BE COMPLETED BEFORE 11 APRIL 2014

REGULATIONS FOR EACH CANDIDATE:

1. **The coursework you submit for assessment must be your own individual work.**
2. **Your coursework must be executed in school under the supervision of your teacher.**
If you submit coursework which cannot be authenticated by your teacher, you will not receive any marks for either the artefact or the design folio.
3. **When using research sources, including the Internet, the sources must be acknowledged.**
Research material copied directly from the Internet or from other sources and presented as your own work will not receive any marks.
4. **You must submit your own individual, distinct coursework – both artefact and design folio.**
5. **Your artefact must not be removed from the school setting under any circumstances as doing so may result in such coursework being considered invalid.**

Instructions to Candidates:

1. Select **one** design brief from **either** the Ordinary Level **or** the Higher Level design briefs opposite.
2. The completed coursework should include a design folio which should contain:
 - *Analysis of the selected design brief*
 - *Investigation/research relating to the proposed solution*
 - *Development of design ideas, their evaluation and preferred solution*
 - *Sketches, notations and working drawings required for the completion of the preferred solution*
 - *Evaluation of the design, its completion and the finished project.*
3. The completed coursework - both artefact and folio - must be available for assessment by **11 April 2014**.
4. Your **Examination Number** should be written clearly on both the completed artefact and on the design folio.

Coursework - Design and Realisation

Design Briefs - Ordinary Level

1. **Design and make an artefact to store and display items of jewellery in an attractive manner.**

The artefact should be hand-crafted from solid woods and should be able to accommodate a range of different jewellery items. It should be pleasing to look at and be lightweight and sturdy.

2. **Design and make an attractive clock for use in your home.**

The design should be unique and be inspired by a major sporting event of your choice. The clock should be compact and elegant in appearance and should complement its surroundings.

3. **Design and make a small footstool suitable for use when playing console games.**

The footstool should be well proportioned and should incorporate a facility to store a minimum of six games.

*The maximum dimension of the footstool **should not** exceed 400mm.*

Design Briefs - Higher Level

1. **Wood is a natural tactile material that encourages a child's exploration of their environment.**

Design and make an attractive educational toy suitable for use by a young child. The toy should incorporate a device or mechanism to aid the child's sensory development through play. You should demonstrate clearly how you addressed health and safety issues in your design.

2. **Many young people admire iconic figures who inspire and motivate them in their lives.**

Design and make an artefact that could be presented to such a person or group and which reflects their inspirational and motivational characteristics. The artefact should be enhanced by the natural beauty of complementary solid woods.

3. **Wooden items of elegant proportions, which portray the inherent beauty of this natural material, enhance any home.**

Design and make a slimline wall-mounted unit to safely store a range of first-aid items. The unit should incorporate hand-crafted joints and should harmonise with its surroundings. It should include a small removable facility for essential items for use in the event of an emergency.
*The maximum dimension of storage unit **should not** exceed 450mm.*

INFORMATION TO CANDIDATES
Allocation of Marks - Ordinary Level and Higher Level

Marking Headings	Ordinary Level	Higher Level
Analysis of Brief	10	10
Investigation/Research	10	10
Design Ideas/Solution	10	20
Sketches/Working Drawings	10	20
Evaluation	10	10
Folio Total	50	70
Fitness for Purpose	20	20
Appropriate use of Materials	10	10
Creativity	20	20
Demonstration of Skills	60	40
Quality of Finish	20	20
Overall Appearance	20	20
Realisation Total	150	130
TOTAL	200 marks	200 marks

A simple model of a design process is shown below.
It is recommended that you follow the sequence of such a design process.

