



Year 8 3D Design Knowledge Organiser - Cubist Portrait Sculpture / Sustainability Project

Key vocabulary	Definition	Key Concepts
1. Designed product	A designed product is an item, service, or digital experience created through a structured process to solve user problems, fulfill specific market needs, and align with business strategies. It goes beyond functionality to include aesthetics, usability, and user experience, ensuring the end result is useful, usable, and desirable.	1. Using a range of workshop tools and resources confidently and safely
2. Functionality	The functionality of something is its usefulness, or how well it does the job it's meant to do. You might question the functionality of your new smartphone if you can't get it to send simple text messages.	2. Following a creative process to produce successful final outcome
3. Sculptural (in design)	"Sculptural in design" refers to objects, clothing, furniture, or buildings that are created with a strong emphasis on three-dimensional form, volume, structure, and artistic shape, rather than just functional or two-dimensional, decorative appeal. It implies that the item looks like a piece of art or sculpture, characterized by deliberate, often bold contours and a significant presence in space.	3. Using research and inspiration from a historical design movement to create a cubist-style composition
4. Craftsmanship	The level of skill shown by somebody in making something beautiful with their hands.	4. Using a variety of recycled materials to create an original piece of artwork
5. Aesthetic	Aesthetic is used to talk about beauty or art, and people's appreciation of beautiful things, products chosen for their aesthetic appeal as well as their durability and quality. Synonyms: ornamental, artistic, pleasing, pretty.	4. Modelling a prototype to visualise and test a design idea
6. Inspiration	Inspiration in art is the motivating spark, emotional drive, or intellectual stimulus that compels an artist to create. It acts as a bridge between an idea and its physical realization, often arising from nature, emotions, experiences, or other art forms to spark, or "breathe life" into, a creative project.	5. Demonstrating a knowledge and application of design and creativity in a final response
7. Abstract design	Abstract design is a non-representational style that uses shapes, colors, lines, and textures to evoke emotions, moods, or concepts rather than depicting literal objects.	6. Demonstrating the correct and safe use of tools and machines for cutting sheet materials in a workshop
8. Composition	Composition in art is the arrangement, placement, and organization of visual elements—such as shapes, lines, colors, and textures—within a work to create a cohesive, balanced, and engaging piece. It acts as the structural framework that guides the viewer's eye and influences the artwork's emotional impact.	7. Writing a final reflective written evaluation
9. Upcycling	Upcycling, also known as creative reuse, is the process of transforming by-products, waste materials, useless, or unwanted products into new materials or products perceived to be of greater quality, such as artistic value or environmental value. Food cans upcycled into a stool.	8. Following Health and Safety instructions and demonstrating safe, confident use of tools and machines in a workshop
10. Cubist-style	Cubism is a pioneering 20th-century avant-garde art movement, led by Pablo Picasso and Georges Braque, that discarded traditional perspectives. It features subjects broken down into geometric shapes, interlocking planes, and multiple viewpoints shown simultaneously on a flat surface. The style often uses muted colors (Analytical) or vibrant, collage-like elements (Synthetic).	9. Demonstrating the correct application of a decorative finish to a product
11. Reflective Evaluation	A design revision is a modification, update, or improvement made to a design concept after the initial draft, based on feedback	10. Using a range of mark-making techniques to create areas of visual interest within a composition
	<p>Basic research is defined as "a systematic study directed toward greater knowledge or understanding of the fundamental aspects of phenomena and of observable facts without specific applications towards processes or products in mind.</p> <p>Ideation is the process of forming ideas from conception to implementation, most often in a business setting. Ideation is expressed via graphical, written, or verbal methods, and arises from past or present knowledge, influences, opinions, experiences, and personal convictions.</p> <p>Design development is the process of creating and revising plans and specifications for a project, including architectural, mechanical, and electrical aspects. It's a crucial phase in the design process, where the design begins to take shape and represent the final product.</p> <p>Design revision is any change made to a design after the first draft is created. It can be as simple as changing a few pictures or major changes such as the correction of a design direction.</p>	<p>Elements of Design</p>  <p>Upcycling Vs Recycling Vs Downcycling</p> 