Creative Computing & Technology

Overview of tasks:

During your lessons in Creative Computing and Technology, you will work with different materials and software e.g. wood, plastic, fabrics, software and food ingredients

For each area of, there will be 6 areas of focus:

- Exploring Ideas
- Materials and Components (Software/programming for computers)
- Developing Ideas (code)
- Planning
- Improving through feedback
- Evaluating

These 6 areas will be the focus of the Independent tasks your teacher asks you to complete in your own time.

EXPLORING IDEAS-to research the target market

Key word: Target market/ audience needs - the people you are designing for.

Your task is to research your target audience: Who are they? What do they need? What do they want? The tasks for all 3 areas are:

1. Childs toy for ages 3 to 5 years or a torch (Mr Pennington/Mr Atherton)
2. Birthday cake for a junior school pupil. (Miss La)
3. Digital invitation to a Birthday Party for a teenager. (Mrs Freeman)

Materials, Ingredients or Software -to find out about what you will need to complete the task

Find out about:

- The properties of two materials you could use for making a child's toy or torch.
- Properties of ingredients you could use to make a cake.

- The tools and software packages you could use on the computer to create a digital invite.

DEVELOPING IDEAS

Produce four sketches to illustrate your design ideas. Remember to annotate each of your ideas (label your sketches).
Spend time sketching ideas, as this will help you to develop your creativity and help you to decide on the best idea to use.

For computing sketch plans for your digital invite and plan the layout for an e-mail that will accompany it.

PLANNING-to produce a plan of making

Produce a flow chart detailing the procedure you will follow when you are making your product/cake.

In computing plan using a flowchart how to create and send an e-mail.
Top Tip!
- Detailed planning will help you to make your product accurately.

Creating
Now is the time to design your product.
4. Childs toy or torch for ages 3 to 5 years (Technology)
5. Birthday cake for a junior school pupil. (Food)
6. Digital invitation to a Birthday Party for a teenager. (Computing)

Feedback and improvements- Research how to design an effective questionnaire.

It is vital that you gain some feedback for you product so you can make sure it is fit for purpose.
- Create a questionnaire to find out what your target audience thinks of your final product.

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EVALUATING- to evaluate your work-
Think about and write out some of the important questions (approx. 10) you will need to have answered to test if your product is fit for purpose (does its job properly).

Write a short report using the questions you have created explaining and evaluating the work you have produced and the product you have designed in Creative Computing Technology.

Make sure you have handed in your work to your teacher for marking and feedback.

 Well Done.