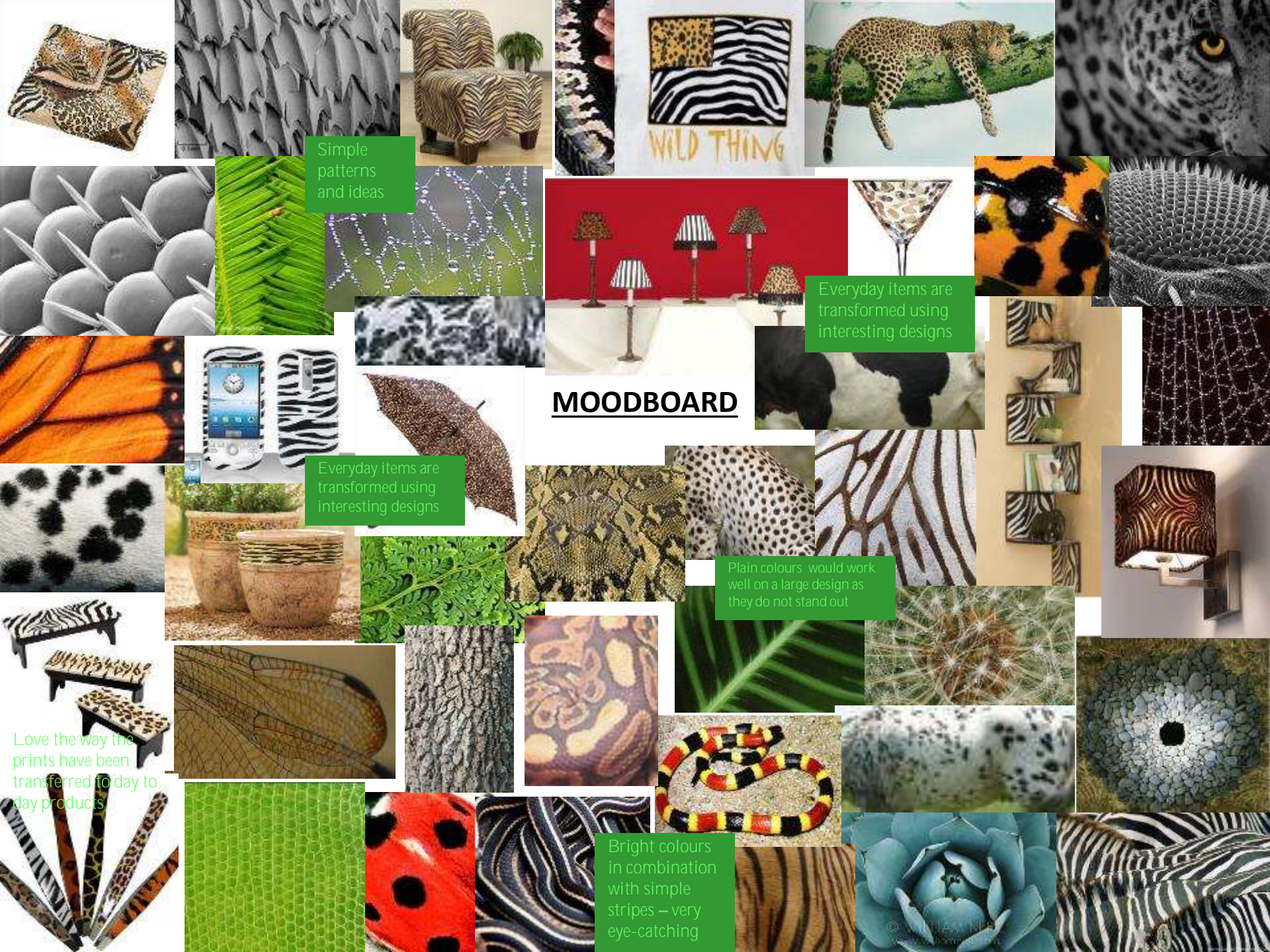


# Yr11 Revision

Question 1 Exam practise

BIOMIMETIC DESIGN (BIOMIMICRY)



Simple patterns and ideas

Everyday items are transformed using interesting designs

Everyday items are transformed using interesting designs

**MOODBOARD**

Plain colours would work well on a large design as they do not stand out

Love the way the prints have been transferred to day to day products

Bright colours in combination with simple stripes – very eye-catching





Biomimetic design is where nature inspires a designer / scientist / engineer, to design a product. Sometimes a designer / scientist will look at the way nature has solved a problem through evolution and then he / she will apply it to a design problem.

Question 1. Describe **two** features of Biomimetic design.

Feature

1.....  
.....

2.....  
.....

You are going to design a furniture based product suitable for a child's bedroom in the **under-seven age range**

Name the product you will design.

.....

In the table below give **three** different design criteria which will make your product suitable for the user.

Design Criteria	Your Reason



In the space below and the following page, develop a design for the product named in question 1. You should show enough detail for someone else to make it.

Marks will be awarded for:

- How well it links to Biomimetic design
- Originality of ideas
- Materials and construction techniques
- How well you have communicated your design.

Design ideas cont'd

## Evaluating the Final Design

Use your functions / design criteria table to write an evaluation of your design:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.