

Year 12 Summer Project: AQA A-Level Art and Design: 3D Design

Welcome back to Year 13 preparation.

This summer project is designed to help you develop your Personal Investigation and strengthen your ability to analyse, synthesise and refine ideas independently. As an A-Level 3D Design student specialising in either Architecture or Product Design, you should use this work to generate meaningful developments that can directly influence your practical outcomes next year.

Task 1: Complete Your Victoria and Albert Museum Visit Write-Up

Using the notes, sketches, photographs and observations collected during the visit, produce a detailed visual analysis of the exhibits that were most relevant to your Personal Investigation.

Your write-up should include:

- Photographs from the visit
- Sketches and observational studies
- Notes recorded during the visit

Analysis

Discuss:

Materials used

Construction methods

Aesthetic qualities

Function and purpose

Historical and cultural influences

Sustainability considerations (where relevant)

Reflection

Consider:

What interested you most?

Which designers, architects or objects relate to your investigation?

What ideas could be applied to your own work?

How has the visit changed or developed your thinking?

Minimum expectation to produce 2–4 well-developed pages from the museum visit.

Task 2: Extract and Develop Design Ideas

Using your V&A research pages as a starting point, identify opportunities to improve and further refine one of your existing explorations or design outcomes.

You should select:

One architectural concept, structure, spatial design or model you have previously explored.

One product concept, prototype, object or design proposal that you have previously developed.

Task 3: Create a Minimum of Four Additional Development Pages

Produce at least four A3 sketchbook pages that demonstrate a clear process of design refinement.

You can do this through sketching, CAD, mock up modelling or experimentation or a mixture.

These pages should show evidence of:

Identifying specific features from your V&A research that could influence your work.

For example:

Material choices

Structural systems

Surface decoration

Geometric forms
Biomimicry
Ergonomics
Modularity
Pattern
Sustainability
User interaction

Show how your ideas are evolving rather than presenting only final solutions.

Annotations should explain:

Why changes have been made
What has improved
What you would develop further
What was successful?
Which ideas have the greatest potential?
Which visual references were most influential?
What challenges emerged?
Technical limitations
Material concerns
Practical considerations
What are your next steps?
Future modifications
Additional research that you identify as needed

Your work should demonstrate the A-Level assessment objectives:

AO1 – Develop Ideas
Research and investigation linked to your Personal Investigation.
AO2 – Refine Work
Experimentation, testing and modification of ideas.
AO3 – Record Observations
Visual recording through sketches, photography, annotation and analysis.
AO4 – Present a Personal Response
Clearly communicate your own design intentions and creative decisions.

Minimum expectation for September = 2 pages of V and A research and 4 pages of response to this research through refinement/development of ideas