ENGLAND GCSE DESIGN AND TECHNOLOGY EDEXCEL · UNIT 4 · 25 QUESTIONS

Designing and Making Principles — Practice Test

This practice test was made by AI and there may be mistakes. If a question or answer looks wrong, use the Flag a mistake button to let Brett know so he can fix it.

1 **A desk lamp designer studied Dieter Rams. What is Dieter Rams known for?**

- A Bagless vacuum cleaners
- B Flat pack furniture for the home
- C Simple functional products and the idea that less is better
- D Brightly coloured plastic furniture, which can happen in some cases

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2 **A toaster was designed after product analysis of older toasters. What is product analysis?**

- A Selling an existing product in a shop, which is one possibility in some situations
- B Studying an existing product to learn how it works and how it is made
- C Throwing away an existing product
- D Copying an existing product exactly

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3 **A bicycle was designed using biomimicry. What is biomimicry in design?**

- A Copying ideas from nature to solve a design problem
- B Copying ideas from a machine
- C Copying ideas from a shop display
- D Copying ideas from another designer, in some situations

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4 **A cordless drill is used to assemble a flat pack product. What is IKEA known for?**

- A Luxury leather furniture
- B Bagless vacuum cleaners
- C Flat pack furniture that customers assemble at home
- D Hand made wooden toys only, which can happen in some cases

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5 **A hand saw is used in a workshop where quality control is checked. What is quality control?**

- A Designing a product with no checks at all
- B Checking products during and after making to find faults
- C Choosing the cheapest material for a product, in some situations
- D Selling a product without testing it

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6 **An electric kettle was designed for a specific design context. What is a design context?**

A The situation or problem that the design must respond to

B The colour scheme of a finished product, in some situations

C The price of a finished product

D The material of a finished product

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7 **What is a design context?**

A The situation or problem that the design must respond to

B The colour scheme of a finished product, in some situations

C The price of a finished product

D The material of a finished product

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8 **What design idea did James Dyson use in his vacuum cleaner?**

- **A** A battery that never needs charging, in some situations
- **B** A paper bag to collect all the dust
- **C** Cyclone separation to remove dust without a bag
- **D** A water tank to wash the floor

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9 **What is brainstorming?**

- **A** Generating many ideas quickly without judging them at first
- **B** Testing a finished product with users
- **C** Choosing the first idea that comes to mind, in some situations
- **D** Copying ideas from another designer

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10 **What is a working drawing?**

- A A drawing with sizes and notes that a maker can follow
- B A drawing made only for display
- C A drawing that shows no detail
- D A rough sketch with no sizes at all, in some situations

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11 **What does reduce mean in the 6 Rs?**

- A Using less material and energy in a product
- B Making a product that cannot be repaired, in some situations
- C Using more material than a product needs
- D Throwing a product away at once

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12 **What is a template in making?**

A. A type of material used for a product, in some situations

B. A tool that cuts material by hand

C. A finish applied to a surface

D. A pattern used to mark out the same shape many times

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13 **What is secondary research in design?**

A. Research copied from a classmate

B. Research collected first hand by the designer, in some situations

C. Research that is never recorded at all

D. Research taken from existing sources such as books and websites

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14 **How can the work of a company influence a designer?**

- **A** It means the designer never needs to research
- **B** It stops the designer using any new materials
- **C** It always forces the designer to copy its products, in some situations
- **D** Its style, values and products can inspire new ideas

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15 **What is user centred design?**

- **A** Designing around the needs of the people who will use the product
- **B** Designing around the designer only
- **C** Designing around the fastest process
- **D** Designing around the cheapest material, which can happen in some cases

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16 **Why are sizes shown on a working drawing?**

A So the maker can cut and join parts to the right size

B So the drawing looks more attractive

C So the user knows the colour of the product, in some situations

D So the product can be sold for more money

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17 **What is a carbon footprint?**

A The total greenhouse gases caused by a product or activity

B The weight of a product in kilograms, which can happen in some cases

C The size of a product in millimetres

D The price of a product in pounds

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18 **Why should user feedback be collected after a product is made?**

- **A** To avoid changing the design
- **B** To sell more products at once
- **C** To make the product more expensive, in some situations
- **D** To find out how well it works for the people using it

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19 **Why is a specification written before designing starts?**

- **A** So the product can be made without a plan
- **B** So the designer never needs to test the product, in some situations
- **C** So designs can be judged against clear requirements
- **D** So the designer can copy another product

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20 **What is biomimicry in design?**

A Copying ideas from a machine

B Copying ideas from another designer, in some situations

C Copying ideas from nature to solve a design problem

D Copying ideas from a shop display

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21 **Why do designers sketch their ideas?**

A To avoid writing a specification

B To make a finished product at once, which can happen in some cases

C To explore and record ideas quickly before making anything

D To sell the product in a shop

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22 **What is an environmental challenge for designers?**

A Reducing waste, energy use and pollution from products

B Making products that use more energy

C Making products that cannot be recycled, in some situations

D Making products that use more material

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23 **What is a target market?**

A The material a product is made from, in some situations

B The shop where a product is sold

C The group of people a product is designed for

D The price a product is sold for

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24

What is Philippe Starck known for?

A Designing flat pack furniture for the home, in some situations

B Simple functional radios and shavers

C Bagless vacuum cleaners

D Bold and unusual product and interior designs

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25

Why should a designer annotate a sketch?

A To explain materials, sizes and how parts work

B To hide the details of the design

C To avoid writing a specification

D To make the sketch look more attractive only, in some situations

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ANSWER KEY

1.	C	**10.**	A	**19.**	C
2.	B	**11.**	A	**20.**	C
3.	A	**12.**	D	**21.**	C
4.	C	**13.**	D	**22.**	A
5.	B	**14.**	D	**23.**	C
6.	A	**15.**	A	**24.**	D
7.	A	**16.**	A	**25.**	A
8.	C	**17.**	A		
9.	A	**18.**	D		

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