ENGLAND GCSE DESIGN AND TECHNOLOGY OCR · UNIT 1 · 10 QUESTIONS

Identifying Requirements and Learning from Existing Products — 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 so it can be fixed.

1

An electric kettle switches off when the water boils. Why is this feature important?

A It stops the kettle from ever needing cleaning, in some situations

B It makes the kettle lighter to lift

C It makes the water boil more quickly

D It stops the kettle boiling dry and saves energy

Understand It with Pulse

Flag a mistake

2 **A wooden chair wobbles on a flat floor. What is the most likely cause?**

A The varnish on the legs is too thick

B The seat is too wide for the user

C The chair is made from hardwood

D One leg is shorter than the others

Understand It with Pulse | Flag a mistake

3 **Which two words in ACCESSFM begin with S?**

A Safety and Size

B Shape and Surface

C Selling and Storage

D Strength and Style

Understand It with Pulse | Flag a mistake

4 Who is the target user?

- A The person who repairs the product after it breaks
- B The person who makes the product in a factory
- C The person or group the product is designed for
- D The person who delivers the product to a shop

Understand It with Pulse | Flag a mistake

5 Why observe users in real life?

- A To see how they really use a product
- B To sell them a product straight away
- C To teach them how to make a product
- D To count how many products they own

Understand It with Pulse | Flag a mistake

6 **Why might a product be redesigned when fashions change?**

- A So it uses more material
- B So it costs more to make
- C So it still appeals to buyers
- D So it becomes harder to use, in some situations

Understand It with Pulse | Flag a mistake

7 **What does the 95th percentile mean?**

- A 95 in 100 people are exactly this size
- B The size is 95 mm larger than average
- C Only 5 in 100 people are smaller than this size
- D Only 5 in 100 people are larger than this size

Understand It with Pulse | Flag a mistake

8 **In ACCESSFM, what does M stand for?**

A Making

B Materials

C Modelling

D Market

Understand It with Pulse | Flag a mistake

9 **Why does a designer explore the design context first?**

A To understand the problem before ideas are made

B To choose the cheapest material straight away, in some situations

C To copy an existing product exactly

D To fix the selling price before any research

Understand It with Pulse | Flag a mistake

10 **Why do designers consider the manufacturer as a stakeholder?**

- **A** The manufacturer decides what the user wants
- **B** The manufacturer must be able to make the product at a sensible cost
- **C** The manufacturer buys the product for home use
- **D** The manufacturer sets the colour of the product, which can happen in some cases

Understand It with Pulse | Flag a mistake

ANSWER KEY

1. D
2. D
3. A
4. C
5. A
6. C
7. D
8. B
9. A
10. B

© 2026 Brett Robbins. All Rights Reserved.