ENGLAND GCSE DESIGN AND TECHNOLOGY OCR · UNIT 1 · 25 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 **A hand saw has teeth that point away from the handle. Why are the teeth set to point that way?**

- **A** So the saw never needs sharpening
- **B** So the saw can cut metal as well
- **C** So the saw cuts on the pull stroke only
- **D** So the saw cuts on the push stroke

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2 **A wooden chair is analysed as an existing product. Which feature most affects how good it feels to sit on?**

- A The colour of the varnish on the legs, in some situations
- B The name of the shop that sold it
- C The number of screws used to join it
- D The shape and height of the seat and backrest

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3 **A hammer with a claw at the back is kept on a workbench. What is the claw used for?**

- A To pull nails out of timber
- B To cut timber into short lengths
- C To measure the width of timber
- D To drill holes in timber

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4 **An electric kettle is analysed as an existing product. Why is the handle made from a heat resistant polymer?**

- A So the kettle uses less electricity
- B So the kettle boils water more quickly, in some situations
- C So the kettle looks more modern
- D So the user can lift it safely when the water is hot

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5 **A workbench in a school workshop has a vice fitted to one end. What is the vice used for?**

- A To heat material until it softens
- B To measure the length of material
- C To cut material into curved shapes, in some situations
- D To hold material firmly while it is worked on

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6 **A backpack for school has a padded pocket inside. What is the pocket most likely designed to protect?**

- A A coat worn in winter
- B A lunch box kept for a week
- C A pair of shoes worn for sport
- D A laptop carried to school

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7 **In ACCESSFM, what does A stand for?**

- A Availability
- B Aesthetics
- C Accuracy
- D Assembly

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8 **What is meant by usability?**

A How much a product costs, in some situations

B How easy a product is to use

C How a product is made

D How long a product lasts

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9 **What is anthropometric data?**

A Measurements of the strength of materials

B Measurements of the speed of machines

C Measurements of the human body

D Measurements of the cost of products

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10 **What is meant by function in a specification?**

A How much the product costs

B Where the product is sold

C What the product must do

D How the product looks

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11 **What is market research?**

A Finding out the weight of a finished product, in some situations

B Finding out what customers want and what rivals offer

C Finding out the melting point of a polymer

D Finding out how to weld two metals together

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12 **Why is it important to design for a specific target user?**

- **A** The product will suit the needs of the people who use it
- **B** It removes the need for any testing
- **C** It means the product works for every person alive, in some situations
- **D** It makes the product cheaper for everyone

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13 **Why do designers consider the retailer as a stakeholder?**

- **A** The retailer tests the product for safety
- **B** The retailer needs a product that will sell and fit on a shelf
- **C** The retailer writes the design specification, in some situations
- **D** The retailer makes the product in a factory

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14 **In ACCESSFM, what does F stand for?**

A Fashion, in some situations

B Form

C Function

D Finish

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15 **How can fashion influence design?**

A Trends in style and colour change what buyers want

B Fashion makes materials stronger

C Fashion makes products cheaper to make, in some situations

D Fashion removes the need for testing

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16

What does the 5th percentile mean?

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

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17

What is meant by aesthetics in a specification?

- A How the product looks and feels
- B What the product must do
- C How the product is made
- D How much the product costs, in some situations

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18 What is a user need?

- A Something a designer would like to try
- B Something a shop wants to sell quickly
- C Something a user requires a product to do
- D Something that makes a product cost more, in some situations

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19 What is an economic factor in design?

- A How a product looks when it is finished
- B How a material feels when it is touched, in some situations
- C How cost, income and jobs affect a product
- D How a product is used by a child

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20 **What is product analysis?**

A Drawing a new product from memory

B Studying an existing product to learn from it

C Counting how many products a shop sells, in some situations

D Testing a material until it breaks

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21 **What is planned obsolescence?**

A Designing a product to become out of date or fail after a set time

B Designing a product from recycled materials only, in some situations

C Designing a product with no moving parts

D Designing a product to last forever

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22 What is ergonomics?

- A Designing products to use the least material
- B Designing products to be thrown away quickly
- C Designing products to look the same as rivals, in some situations
- D Designing products to suit the people who use them

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23 Why is safety included in a specification?

- A Safety makes the product lighter to carry
- B Safety makes the product cheaper to make
- C The product must not harm the user
- D Safety helps the product sell in more colours

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24 **Which of these is primary research?**

- A Reading a book about existing products, in some situations
- B Looking at a shop website for prices
- C Interviewing users about what they need
- D Reading a report written years ago

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25 **What is a design brief?**

- A A price list for the finished product, in some situations
- B A drawing of the finished product
- C A list of every material in a product
- D A short statement of what needs to be designed

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ANSWER KEY

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

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