# **MARKSCHEME**

## November 2000

## **DESIGN TECHNOLOGY**

**Standard Level** 

Paper 2

### **SECTION A**

- 1. (a) (i) Award [1 mark] for 7.94 mm ([0 marks] if units are missing)
  - (ii) Award [1 mark] for 79.38 mm ([0 marks] if units are missing)
  - (iii) Award [1 mark] for 33.27 mm (Dimension B Spring 3) [1 mark] for 33.27 mm\* -12.7 mm
    [1 mark] for 20.57 mm\*

(\*Allow the mark if another value for B is used but the arithmetic is correct, reduce by [1 mark] if units are omitted.)

(b) Award [1 mark] for 1118 mm (length of Spring 2) Award [1 mark] for 1118 mm\* - 76.2 mm = 1041.8 mm\*

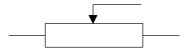
(\*Allow marks if another value for maximum length is used. [0 marks] if units are omitted)

- (c) Award up to [2 marks] for each aspect correctly identified in the candidates response identified from the list below, to a maximum of [4 marks].
  - Material must be inelastic and remain so
  - Material must be resistant to abrasion
  - Material must be resistant to a damp environment
  - Unit must 'fail-safe'
  - Material must be flexible and acceptable to the wearer
  - Material must have high tensile strength
- 2. (a) Award [1 mark] for either 'casting' or 'moulding'. No other answer acceptable.
  - (b) Traditional materials are combined, managed, processed to create new materials [1 mark] with novel properties and enhanced performance [1 mark].
- **3.** Award [1 mark] for stating that an injection-moulder requires a mould which could be an example of one-off manufacture.

Award [1 mark] for a statement that identifies the fact that a prototype is required for development purposes

(total [2 marks])

**4.** (a) Award *[1 mark]* for a drawing that is a recognisable reproduction of the drawing on page 45, item 5.1.14 in the syllabus.



(b) Award [1 mark] for the definition of a closed loop system identifying the need for some form of feedback. The word 'feedback' must be used or clearly implied.

Reference / input signal — drivers eyes, ears, balance etc.

Feedback / actual output — direction, speed,

Comparing stage — driver notes relative position of car, hazards, and other road users.

Driving stage — change direction and / or speed.

Award [1 mark] for input = from senses e.g. highest sound.

Award [1 mark] for output = action e.g. slow down.

Award [1 mark] for feedback = change of direction and/or speed.

### **SECTION B**

Please note that for this section each question has an additional [3 marks] available for the construction of the answer.

- 5. (a) (i) (Award [1 mark] for a statement in their own words.)
  - '(Product life cycle) refers to the introduction, growth, maturity and decline and refers to the general pattern of the production and profitability of a product.'
  - (ii) (Award [1 mark] for each correct statement up to a maximum of [3 marks])
    - Designing is part of the product cycle not the whole.
    - The designer must be aware of the life cycle of the product designed.
    - The designer is not in control of the product cycle.
    - The designer is responsible for producing a suitable solution not for the commercial exploitation of the product.
    - The designer should build into the specification, elements that effect the product life, *e.g.* durability, planned obsolescence *etc*.
  - (b) (Award [2 marks] for each clear, justified statement up to a maximum of [4 marks])
    - Range of facilities (machine etc.) on which the car will be built will influence.
    - Type of facilities available i.e. press tools, jigs, robots.
    - Number of facilities, i.e. how many parts concurrently etc.
    - Maximum/minimum size of component that can be made on any particular machine.
    - Capital expenditure can be influenced by the design but not controlled by the design.
    - The corporate image of the company will influence, i.e. large, volume, or high quality.
  - (c) (Award [2 marks] for each explanation to a maximum of four explanations, [1 mark] for a statement rather than an explanation.)
    - Designing the car to be more environmentally responsible.
    - Designing cars to be recyclable
      - · in part
      - · whole.
    - Designing car engines to be more fuel efficient.
    - The environment is effected by vehicles that pollute during their lifetime and are difficult to dispose of at the end of their useful life, designers must mitigate this.
    - Designers must choose materials and processes that have a responsible environmental impact.
    - Designers should resist having short timescales for planned obsolescence. (Cars and their parts must be more durable, long lasting *etc.*)
    - Designers should influence legislators to ensure that environmental issues are included in any regulations affecting the manufacture of motor cars.
    - Award [1 mark] for a balanced discussion covering a good range of factors.

- **6.** (a) (Award [1 mark] for each element identified in the candidates answer from those below. Maximum [2 marks])
  - Must be possible to lift it when full. (Weight or Mass)
  - Must be able to be handled and opened without special tools
  - Size
  - Size distribution (aspect ratio)
  - Size of children (range)
  - Texture
  - (b) (Award [2 marks] for each correctly identified element from those below. Maximum [4 marks])
    - Devise, distribute, collect and analyse a questionnaire. (Obtaining user responses)
    - Hold selected user trials of prototypes
    - Refer to commercially available data from reliable sources
    - Observing user behaviour
    - Research existing products
  - (c) (Award [1 mark] for each element correctly identified from the list below. Maximum [3 marks])
    - By producing pictorial drawings
    - By producing models and samples (food)
    - By making a presentation using computer generated images
    - By using prototypes of ideas in whole or in part
  - (d) (Award up to [4 marks] for a comprehensive response in each of the following areas. Maximum [8 marks])
    - Designers have to balance the needs of the user with those of the manufacturer
    - Designers need to be aware of the quality ethos of the manufacturer and the proposed market and the relationship of the two
    - The designer must have a clear understanding of the manufacturer's processes and use them as much as possible, *e.g.* a cardboard box maker would not expect the designer to specify a plastic box
    - Designers have to be able to see all points of view and balance the needs and expectations of the user with the resources and business requirements of the manufacturer
    - Designers cannot be biased
    - Safety issues
    - manufacture looking for the largest profit available

- 7. (a) (Award [1 mark] for each correctly identified symbol. Maximum [3 marks])
  - (i) Start / Stop
  - (ii) Decision
  - (iii) Input / Output
  - (b) (Award [1 mark] for each component identified with a logical use. Maximum [2 marks])
    - A. Nand Gate Used in the logic circuitry of the solution.
    - B. Microphone To detect sound inputs, *e.g.* response from the user.
    - C. Loudspeaker To produce sound outputs as appropriate.
    - D. Light Dependent Resistor Detects changes in light levels, used to detect when night falls.
    - E. Ammeter measures current used ([0 marks] if chosen, this is a test instrument and not necessary for the function of the device.)
    - F. LED (Light Emitting diode) Can be used to produce light output effects in concert with others.
    - G. Thermistor Can detect changes in temperature by changing resistance. Can detect if the system is overheating and initiate a shut down procedure.
    - H. Switch to switch the whole or part of the system on or off or act as a response element activated by the user directly or by the insertion of a coin.
  - (c) (Award [2 marks] for each logical suggestion to a maximum [4 marks])
    - Make it colourful
    - Make it child sized
    - Design it with a child orientated theme, e.g. Walt Disney characters
    - Sound outputs cab have child's voices or characters that children identify with e.g. Yogi Bear or R2D2
    - Make it react well to children's approaches

(There could be other ways, allow the marks if the candidate has put him/herself in the role of the designer generating ideas to answer the question.

(d) (Award [2 marks] for the inputs to the first AND gate, [2 marks] for the inputs to the second AND gate and [2 marks] for the inputs to the third AND gate. Award [1 mark] each for the output of the second and third AND gates.)

