1 A general store is going to sell a DVD that shows interesting places to visit in the area.

Design a unit that would hold ten of the DVD cases shown and display one to help advertise the DVD. The unit can be positioned anywhere in the general store.

(a) List four additional points about the function of such a unit that you consider to be important. [4]

(b) Use sketches and notes to show two places where such a unit could be positioned in a general store. [4]

(c) Develop and sketch three ideas for the unit. [12]

(d) Evaluate your ideas and justify why you have chosen one idea to develop more fully. [8]

(e) Draw, using a method of your own choice, a full solution to the problem. Include construction details and major dimensions. [12]

(f) Suggest two suitable specific materials for your solution and give reasons for your choice. [4]

(g) Outline a method used to manufacture one part of your solution. [6]
A small general store is losing sales to large supermarkets and needs to make people aware of the range of products it sells.

Design a promotional card including some type of feature that attracts attention. The card will be distributed to local houses.

(a) List four additional points about the function of such a card that you consider to be important. [4]

(b) Use sketches and notes to show two types of feature that would attract attention on such a card. [4]

(c) Develop and sketch three ideas for the card. [12]

(d) Evaluate your ideas and justify why you have chosen one idea to develop more fully. [8]

(e) Draw, using a method of your own choice, a full solution to the problem. Include construction details and major dimensions. [12]

(f) Suggest two suitable specific materials for your solution and give reasons for your choice. [4]

(g) Outline a method used to manufacture one part of your solution. [6]
Shops often store some of their products on high shelves that are difficult to reach.

(a) List four additional points about the function of such a device that you consider to be important. [4]

(b) Use sketches and notes to show two methods that could be used to reach, grip or lift items. [4]

(c) Develop and sketch three ideas for the device. [12]

(d) Evaluate your ideas and justify why you have chosen one idea to develop more fully. [8]

(e) Draw, using a method of your own choice, a full solution to the problem. Include construction details and major dimensions. [12]

(f) Suggest two suitable specific materials for your solution and give reasons for your choice. [4]

(g) Outline a method used to manufacture one part of your solution. [6]