



**Blwyddyn:** 9

**Pwnc:** Dylunio Cynnyrch – Tecstiliau

*Product design - Textiles*

**Testun:** Ymateb i'r briff – gwneud cariwr/cludwr.  
*Responding to a brief – making a container/carrier*

**Datblygu Gwybodaeth a Dealltwriaeth:**

*Knowledge and Understanding to be developed:*

- Dod o hyd i wybodaeth berthnasol er mwyn ymchwilio am syniadau ar gyfer y dylunio.  
*Find relevant information to research details for design ideas.*
- Dylunio a datblygu cynnyrch yn dangos elfennau o greadigrwydd a rhywbeth newydd a gwreiddiol.  
*Design and develop products showing elements of creativity, innovation and originality.*
- Datblygu manyleb ar gyfer y cynnyrch.  
*Developing a specification for your product.*
- Dewis o amrywiaeth o ddeunyddiau a phrosesau l lunio cynnyrch o adeiladwaith, gorffeniad a chwaeth o safon dda.  
*Choose from a range of materials and processes to make products of a good standard of construction, finish and taste.*
- Ystyried anghenion y client/y farchnad darged wrth ddylunio'r cynnyrch.  
*Consider needs of the client/target market when designing products*
- Gallu defnyddio offer a chyfarpar yn fwy hyderus, datrus problemau a datblygu'r cynllun.  
*Use tools and equipment with increasing precision, problem solving and developing the design.*

**Termau Allweddol i'w dysgu a'u defnyddio:**

*Key Terms to be learned this module:*

- Ymchwilio i'r grŵp targed / *Target group research*
- Gogwydd ffasiwn / *Fashion trend*
- Dylunio iteraidd / *Iterative design*
- Modelu / *Modelling*
- Persona/proffil y defnyddiwr / *Persona/user profile*

Adran 1: Nodau ac Amcanion y dysgu:	Asesiadau:	Gwaith Cartref:
<p><b>Dylai disgyblion allu . . . .</b>            Dadansoddi'r briff yn fanwl;  <i>Analyse a brief in detail.</i>            Dechrau defnyddio a deal y broses dylunio iteraidd;  <i>Begin to use and understand the iterative design process</i>            Ystyried yr effaith ar yr amgylchedd wrth ddylunio. Y 6R.  <i>Identify environmental considerations when designing. The 6's.</i>            Creu bwrdd delweddau o'r cynnyrch sydd ar gael yn barod.  <i>Create an image-board of existing products.</i>            Gwybod sut mae astudio gwahanol gynnyrch yn help i'r cynllunydd.  <i>Know how product analysis can help a designer.</i></p>	<p><b>Students should be able to:</b></p> <p>Y broses o ddylunio iteraidd.</p> <p><i>Iterative design process cycle.</i></p>	
Adran 2: Nodau ac Amcanion y dysgu:	Asesiadau:	Gwaith Cartref:
<p><b>Dylai disgyblion allu . . . .</b>            Datblygu briff a manyleb ar gyfer y cynnyrch.  <i>Develop a brief and specification for your product.</i>            Ysrifennu pwyntiau manwl ac eglur ar gyfer y cynnyrch yn y fanyleb.  <i>Write clear and detailed specification points for your product.</i>            Arbrofi a datblygu gwahanol dechnegau a sgiliau er mwyn helpu l wneud y cynnyrch (gwnio gyda peiriant, applique, batic, printio ayyb.)  <i>Experiment with and develop a range of techniques and skills to help you make your product. (machine sewing, applique, batik, printing etc.)</i>            Creu a gwerthuso samplau.  <i>Produce and evaluate samples.</i></p>	<p>Dylunio'r fanyleb a'r mathau o gynnigion;            Cwestiynau o'r gwrslyfr TGAU tud.10,11  <i>Design specification and proposals</i>            GCSE text book p.10,11</p>	
Adran 3: Nodau ac Amcanion y dysgu:	Asesiadau:	Gwaith Cartref:

<p><b>Dylai disgyblion allu . . . .</b>  Deall beth sydd yn gwneud braslun da o'r cynllun.  <i>Understand what makes a good design sketch.</i>  Gwneud nifer o wahanol gynlluniau.  <i>Produce a range of different design ideas</i>  Arbrofi drwy ddefnyddio gwahanol gynlluniau (collage, CAD/serif, tabled graffeg ayyb.)  <i>Experiment with different ways of presenting design ideas (collage, CAD/serif, graphics tablet etc)</i>  Gwneud braslun a modelu syniadau er mwyn helpu i wneud penderfyniadau.  <i>Sketch and model ideas to help with making decisions.</i></p>	<p>Cynllun y cynnyrch a'l wneuthuriad.</p> <p><i>Product design and making</i></p>	
<p><b>Adran 4: Nodau ac Amcanion y dysgu:</b></p>	<p><b>Asesiadau:</b></p>	<p><b>Gwaith Cartref:</b></p>
<p><b>Dylai disgyblion allu . . . .</b>  Gwneud cynllun eich cynnyrch drwy ddefnyddio'r technegau mwyaf addas  <i>Manufacture your design using the most appropriate techniques you have found.</i>  Gwybod beth yw rôl rheoli ansawdd wrth gwblhau cynnyrch i safon uchel.  <i>Know the role of quality control in completing a product to a high standard.</i>  Gwerthuso eich cynnyrch gyda'r fanyleb oeddech wedi ei wneud a rhoi unrhyw resymau am unrhyw wahaniaethau.  <i>Evaluate your product against your specification giving reasons for any differences.</i></p>	<p>Prawf ar ddiwedd y modiwl.</p> <p><i>End of Module test</i></p>	
<p><b>Sgiliau</b>  <b>DCF:</b> 3.1 Planning, sourcing and researching – use the internet to successfully identify and analyse 'existing solutions' in order to support your design development. 3.2 Create – Photograph the making of you product. Create a PowerPoint or video that explains how to make your product in words and pictures. Upload a copy to hwb. 3.2 Creating - Use 2D design and Serif software to enhance and edit text and pictures. Use these images to produce appropriate stencils or fabric to be laser cut, or patterns to be printed.  <b>Llythrennedd:</b> 9.RC1 Comprehension – read, and be able to analyse and explore the design possibilities presented in a given context. 9. WM3 Meaning, purposes - Write a clear specification for your product. Clearly communicate your opinion, with reasons when analysing products or writing about the work of a designer. 9. WM5 Meaning, purposes – Re-draft your initial specification to ensure it contains appropriate specific details. 9. WL2 Language – successfully use a wide range of appropriate subject terminology when writing and speaking.  <b>Rhifedd:</b> KS3.1 KS3.2 KS3.3 KS3.7 Process and connections - Use the correct method/equipment to identify and obtain accurate measurements to help you to work out the sizes and shapes needed for parts of your product. Be able to vizualise size when you are measuring and cutting out parts of or features for your product. E.g. Will the zip fit? 9.D5 Using data skills – When using 2D design use the correct 'tools' e.g. dim lines or circle tool to create accurate drawings for laser cutting or printing.</p>		