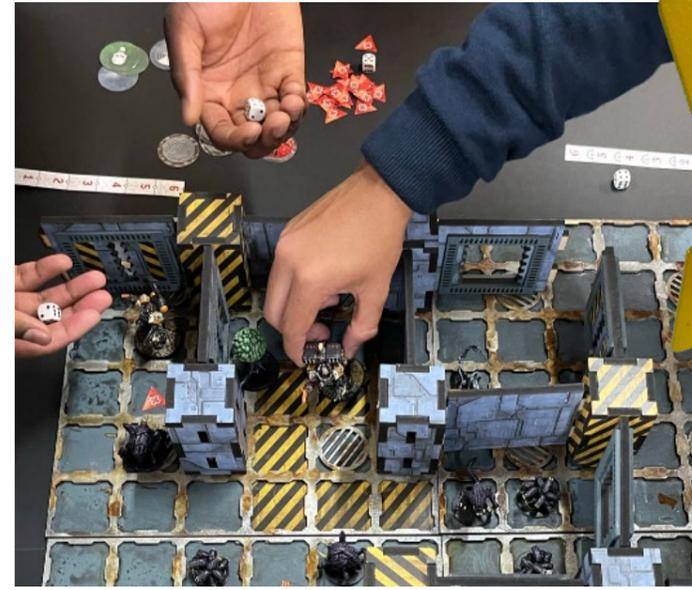


GCSE Design Portfolio

Richard Harris, Subject Leader of Design and Technology at Raynes Park High School

As Subject Leader of Design and Technology at Raynes Park High School, I've had the joy of guiding students as they grow into innovative designers, each bringing unique creativity to our GCSE portfolio. This year's work highlights not only their talent but also the relevance and excitement of studying D&T at GCSE, where students learn to tackle real-world challenges creatively. It's inspiring to see them embrace design's potential, and I hope their achievements encourage more students to explore this rewarding subject.



Kaven Curley's Game Boy Book

One project that really stood out this year is Kaven Curley's Game Boy Book. Kaven has a knack for combining functionality with nostalgia. He created a storage book for original Game Boy cartridges, complete with foam inserts and a magnetic locking system for easy access. The design keeps to the original Game Boy branding, showing Kaven's attention to detail and love for retro gaming.



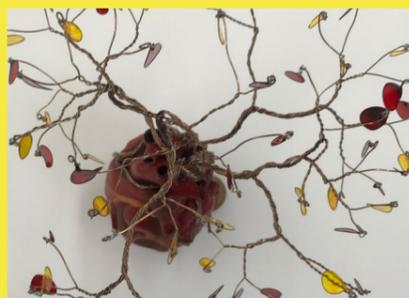
Georgia Tew's Space Hulk Remastered

Georgia Tew took on a project about 'Space Hulk'. She remastered the board game and laser-cut the entire board, allowing it to interlock in different ways, creating varied campaigns for players. Georgia hand-painted the board to give it a futuristic, space-inspired look. She's managed to take a classic game and give it a fresh, immersive feel.



Jack McDonnell's Multi Gaming Table

Jack McDonnell's Multi Gaming Table is an example of form meeting function. The table not only provides space for multiple board games but also doubles as a stylish dining table. With its clean, minimalist design, it's a piece that would fit right into any modern home. Jack's ability to balance design and practicality has really shone through in this project.



Campbell Warnock's Capcom Arcade Stick

Campbell Warnock's Capcom Arcade Stick brings arcade nostalgia to life in a fun and interactive way. Inspired by the original arcade machines, Campbell designed a fully functional two-player arcade stick that features extra USB ports and HDMI compatibility. He ensured the design wasn't just visually appealing but also practical for modern gaming setups.

Rebecca Eggleston's IKEA Storage Desk

Rebecca Eggleston's IKEA-inspired Storage Desk is a fantastic example of simple, elegant design. She kept the lines clean and minimal, staying true to the IKEA aesthetic, but added her own twist to make it functional for a gaming room. Her use of line bending to create smooth curves adds a sophisticated touch.

Jasmin Deghagi's Jewel Heart

Jasmin Deghagi's Jewel Heart uses 3D printing and hand-crafted elements. Jasmin explored the connection between wealth and health, symbolising that only with good health can wealth truly grow. With high attention to detail she hand-painted the jewels combining it with 3D printing and a copper tree structure.

Deshaun Russell's Folding Chair

Deshaun Russell's Folding Chair is designed from a single piece of MDF. It's lightweight, easy to store, and wall-mountable. Deshaun was very focused on sustainability throughout the project, ensuring that the materials used were minimal and eco-friendly. His solution is not only functional but also contributes to reducing waste, which is something we really value in our design process.

Qasim Waheed's René Wood Cut

Qasim Waheed's René Wood Cut, inspired by René Magritte's "The Son of Man," is a brilliant piece of work. He layered multiple pieces of laser-cut recycled wood to create a striking, eco-friendly piece. Qasim's thoughtful use of sustainable showcases his understanding of environmental impact of design.

A Reflection on the Journey

Watching these students grow and develop their skills has been one of the most rewarding parts of my role at Raynes Park High School. This year's portfolio showcases their creativity and ability to think critically about the world around them.

These students have tackled challenges head-on, embracing the opportunity to experiment with new materials, techniques, and ideas. It's been an absolute pleasure guiding them through this process, and I couldn't be prouder of the work they've produced.

I'm confident that these young designers will go on to do great things, and I can't wait to see what they create next.

Teachers in Residence

I had the opportunity to take part in the 'Teachers in Residence' placement and was able to bring back industry knowledge gained back into the classroom. It was a fantastic experience and a great opportunity to see what is happening in industry. During my placement at Bulletproof design agency, I came back and created career cards to help students explore roles in the design industry.

Each card features interviews with Bulletproof employees, who shared insights about their jobs, career paths, and the essential skills needed to succeed in specific design fields.

I wanted these cards to give students a realistic view of what it's like to work in design, from building portfolios to networking within the industry. These cards provide actionable steps for anyone interested in starting a career in design, offering practical guidance on how to make that goal a reality.

Link



Read about Richard Harris' Teachers in Residence placement
tinyurl.com/3t63pa9k



Find out more about Teachers in Residence Email: neesha.mistry@designtechnology.org.uk

