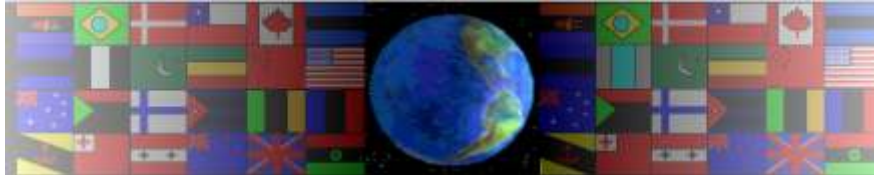


# MOBILE PHONE

V.Ryan © 2000 - 2010

On behalf of The World Association of Technology Teachers

## W.A.T.T.



World Association of Technology Teachers

This exercise can be printed and used by teachers and students. It is recommended that you view the website ([www.technologystudent.com](http://www.technologystudent.com)) before attempting the design sheet .

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# MOBILE PHONE

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COMPLETION DATE :

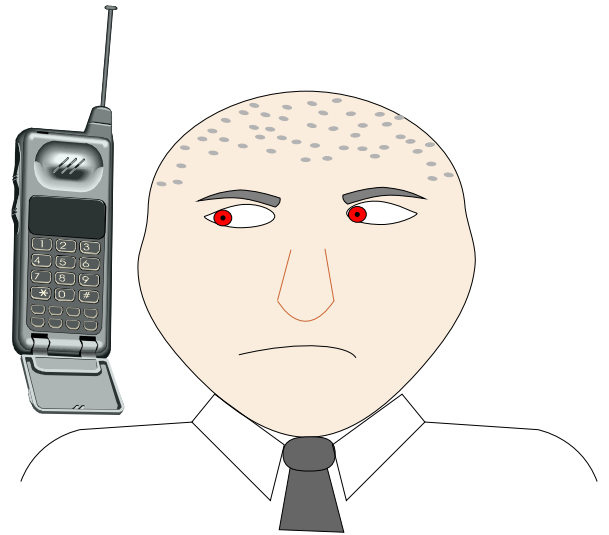
HAND IN DURING YOUR  
TECHNOLOGY LESSON.

## DESIGN BRIEF

People use mobile phones for many reasons.  
These include:

Making phone calls.  
Playing music.  
Playing games.  
Text Messages and much more .....

You have been approached by one of the large mobile phone companies such as Nokia. You have been asked to design a mobile phone aimed at the teenage market. The phone must have as many functions as possible and be stylish to look at. It should be light-weight and designed to fit comfortably in the hand and in the pocket. It must be possible to connect the phone to other pieces of equipment such as computers.



## TASKS

1. Research mobile phones on the internet and collect images of ones that you like. Paste the pictures on to an A4 sized piece of paper.
2. Add notes that explain what you like about each of the mobile phones. You may wish to explain the features that you like.
3. Now consider your own mobile phone design. Draw two rough designs and add notes that explain each design.
4. Select your best design. Draw your design accurately and add colour and shade.
5. Add labels that clearly identify all the features of your mobile phone.

## ASSESSMENT CRITERIA

To achieve a high grade:

Produce a good range of research and include detailed notes.  
Draw two rough designs clearly and explain each design.  
Produce an accurate colour rendered drawing of your final idea, identifying all the features of your mobile phone.

REWARD POINTS AND CERTIFICATES FOR THE WINNERS