



Your Reading Journey in DESIGN TECHNOLOGY



The more that you read,
the more things you will know.
The more that you learn,
the more places you'll go.
-Dr. Seuss

Where will your
DT
reading take
you?



GCSE

- DESIGN FOR SUSTAINABILITY: A Multi-level Framework from Products to Socio-technical Systems (Fabrizio Ceschin and Idil Gazizulusray)
- Starck (Philippe Starck)
- SUSTAINABLE DESIGN BY (Sustainable Design)
- DESIGNING PRODUCTS: HOW GREAT DESIGNERS CREATE SUCCESSFUL PRODUCTS PEOPLE LOVE (Scott Hurreff)
- SIXTH EDITION PRODUCT DESIGN AND MANUFACTURING (A.K. Chitale, R.C. Gupta)
- dieter Rams (Phaidon)

A Level

- THE MANUFACTURING DESIGNER: PRODUCT AND FURNITURE DESIGN
- DESIGN: History, theory and practice of product design
- HOOKED: How to Build Habit-Forming Products (Nir Eyal)
- THE DESIGN BOOK (Phaidon)
- THE LAWS OF SIMPLICITY: DESIGN, TECHNOLOGY, BUSINESS, LIFE (John Maeda)
- CRADLE TO CRADLE: RE-MAKING THE WAY WE MAKE THINGS (William McDonough and Michael Braungart)

YEAR 9

- Sustainable Product Design and Development (Anoop Bapat, Arun Mittal)
- THE DESIGN OF EVERYDAY THINGS (Don Norman)
- CHANGE BY DESIGN (Tim Brown)
- The Sustainable Design Book (Rebecca Proctor)
- SUSTAINABLE CONSTRUCTION: GREEN BUILDING DESIGN AND DELIVERY (Charles J. Kibert)
- SHOW YOUR WORK! (Austin Kleon)
- BIOMIMICRY: Innovation Inspired by Nature (Janine M. Benyus)

YEAR 8

- PROTOTYPING AND MODELMAKING FOR PRODUCT DESIGN (Barko Holmgren)
- LOGO DESIGN LOVE: A guide to creating likable brand identities (second edition) (David Airey)
- THE BOY WHO HARNESSSED THE WIND (William Kamkwamba and Beatrice Mtshemi)
- RENEWABLE ENERGY: POWER FOR A SUSTAINABLE FUTURE (second edition) (Michael J. Griffin)
- Designing Brand Identity (Alton Wheeler)
- Design for How People Think: Using Brain Science to Build Better Products (John Whalen, PhD)

YEAR 7

- JAMES DYSON: AGAINST THE ODDS: AN AUTOBIOGRAPHY (James Dyson)
- FIFTY CARS THAT CHANGED THE WORLD (The Design Council)
- Product Design: Practical methods for the systematic development of new products (Mike Baxter)
- BIG-GAME Everyday Objects (Lulu Water Publishers)
- 100 THINGS EVERY DESIGNER NEEDS TO KNOW ABOUT PEOPLE (Susan M. Weirich, Ph.D.)
- SMART PRODUCT DESIGN (The Design Council)

