

DESIGN & TECHNOLOGY

GCSE



Examination Board: AQA
Subject Leader(s): Mr P Hogg, Mr D Wheeler



Course Structure

| Unit | Topics/Unit Title | Assessment | Weighting(%) |
|------|--|--|--------------|
| 1 | Core Technical Principles, Specialist Technical Principles and Design & Making principles | 2 Hour Written Examination 100 marks | 50% |
| 2 | Substantial design and make task (30-35 Practical application of Core Technical Principles, Specialist Technical Principles and Design & Making principles | Non-Examined Assessment (30-35 hours approx.) 100 marks | 50% |

What does the course involve?

Several mini projects to develop knowledge, skills and understanding across a range of material disciplines.

A substantial design and make task that involves investigating, designing, making, analysing and evaluating a project of your choice. Your portfolio and prototype will be assessed by your teachers and moderated by the exam board.

The exam will focus on 3 topics;

Section A – Core technical principles (20 marks)

A mixture of multiple choice and short answer questions assessing a breadth of technical knowledge and understanding.

Section B – Specialist technical principles (30 marks)

Several short answer questions (2–5 marks) and one extended response to assess a more in depth knowledge of technical principles.

Section C – Designing and making principles (50 marks)

A mixture of short answer and extended response questions including a 12 mark design question.

Further Study/Employment Prospects

Design and Technology provides you with the skills that employers and Further Education course providers seek from applicants in the UK and the rest of the world.

- solving problems with creative and innovative strategies.
- being logical and pragmatic, interested in the process necessary for an idea/concept to become a product.
- being conscious of global social, cultural and environmental issues in relation to Design and Technology

- attention to detail, numeracy and high levels of computer literacy.
- being effective communicators, capable of team working and able to take on responsibility.

Design can help by making it easier to live up to our aspirations: by making stairs a more accessible and enticing option than escalators, for example, or creating open spaces where people want to gather instead of being trapped in their cubicles. By shaping the objects, interactions and environments we live around and within, design literally changes the world. Humans use technology to travel, to communicate, to learn, to do business and to live in comfort.

“Design and Technology is a phenomenally important subject. Logical, creative and practical, it’s the only opportunity students have to apply what they learn in Maths and Science – directly preparing them for a career in Design and Engineering.” Sir James Dyson, Founder and Chairman of Dyson.

Skills you will develop

The GCSE course builds on the knowledge, understanding and skills you’ve gained during your KS3 programme of study in Design and Technology. Design and Technology will enable you to understand and apply iterative design processes through which you explore, create and evaluate a range of outcomes. You will be able to use creativity and imagination to design and make functional prototypes that solve real and relevant problems, considering your own and others’ needs, wants and values. Design and Technology will provide opportunities for you to apply knowledge from other disciplines, including Mathematics, Science, Art and Design, Computing and the Humanities.