

Why GCSE Design and Technology?

Design and technology is a practical and valuable subject. It enables children and young people to actively contribute to the creativity, culture, wealth and well-being of themselves, their community and their nation. It teaches how to take risks and so become more resourceful, innovative, enterprising and capable. Since many projects are done via group work, you'll also gain communication and teamwork skills. Not to mention a great work out of your creativity bone!



ART DECO



FUTURISM



BAUHAUS

ASSESSMENT

This qualification is linear. Linear means that students will sit all their exams and submit all their non-exam assessment at the end of the course.

Paper 1

What's assessed

- Core technical principles
- Specialist technical principles
- Designing and making principles

How it's assessed

- Written exam: 2 hours
- 100 marks
- 50% of GCSE

Questions

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.

ASSESSMENT

Non-exam assessment (NEA)

What's assessed

Practical application of:

- Core technical principles
- Specialist technical principles
- Designing and making principles

How it's assessed

- Non-exam assessment (NEA): 30–35 hours approx
- 100 marks
- 50% of GCSE

Task(s)

- Substantial design and make task
- Assessment criteria:
 - Identifying and investigating design possibilities
 - Producing a design brief and specification
 - Generating design ideas
 - Developing design ideas
 - Realising design ideas
 - Analysing & evaluating
- In the spirit of the iterative design process, the above should be awarded holistically where they take place and not in a linear manner
- Contextual challenges to be released annually by AQA on 1 June in the year prior to the submission of the NEA
- Students will produce a prototype and a portfolio of evidence
- Work will be marked by teachers and moderated by AQA

DESIGN AND TECHNOLOGY CAREER CHOICES

A-Level Product Design

- Architect
- Civil engineer
- Site manager
- Electrician
- Housing officer
- Facilities manager
- Town planner
- Product designer
- Graphic designer
- Building officer
- Construction manager
- Costume designer
- Interior designer
- Textile designer, etc.

GCSE Design & Technology

- Aerospace engineer. Aerospace engineers **design** and build aircraft and spacecraft.
- Animator. An animator draws and animates characters, buildings, objects and landscapes.
- Arboriculture officer
- Bricklayer
- Cabinet maker
- Carpenter

Website: <http://demo.mychoicelondon.co.uk>

PROJECTS mood board

