



## GCSE Design and Technology

### Aims

GCSE Design and Technology intends to develop students' understanding of their chosen specialist area by extending their knowledge and skills. We hope that the students will use creativity, imagination and flair to design and make high quality outcomes. We want students to be problem solvers who are not afraid to make mistakes, to solve real and relevant problems in a variety of contexts - understanding the processes involved from planning through making to evaluation and refinement.

### The Course

#### AQA Design and Technology

GCSE Design and Technology will prepare students to participate confidently and successfully in an increasingly technological world. Students will gain awareness and learn from wider influences on Design and Technology including historical, social, cultural, environmental and economic factors. Students will get the opportunity to work creatively when designing and making and apply technical and practical expertise.

### Assessment

#### AQA Design and Technology

Component 1 – Written Exam

The paper covers areas of core technical, specialist technical, and designing & making principles.

Component 2 - Non-Exam Assessment (NEA)

For this component students will create a portfolio of work and a prototype that meets the needs of a user based on a specific context set by the exam board.

### Choose this course if..

You:

- are creative.
- are innovative.
- are a problem solver.
- enjoy designing products.
- enjoy making products.
- have an interest in how things work.
- have an interest in how things are made.
- are able to work in team.

### Post 16 Opportunities and Careers

These courses all require students to *apply* their skills and knowledge to problem solving and as such they are invaluable as preparation for the world of work and study post 16 at A Level, BTEC or Degree level. At Erasmus Darwin Academy we offer A Level in Design and Technology: Product Design as a progression from GCSE.

Careers that GCSE Design & Technology could lead to include: Engineer, Architect, Fashion Designer, Product Designer, Interior Designer, Stage Designer, Textiles Designer, Automotive, Packaging, Games Industry, Marketing, Aerospace, Sportswear Designer, Footwear Designer, Mechanical Engineer, Teacher, CAD Technician, Civil Engineer, Shop Fitter, Toy Designer, Illustrator, Product Developer, Graphic Designer...

### Exam Board Information

Students will be assessed on four Assessment Objectives across both their NEA and Written Exam. The four Assessment Objectives are:

- AO1 – Identify, investigate and outline design possibilities to address needs and wants (NEA).
- AO2 – Design and make prototypes that are fit for purpose (NEA).
- AO3 – Analyse and evaluate (NEA & Written Exam).
- AO4 – Demonstrate and apply knowledge and understanding (Written Exam).

Both components of the course are weighted at 100 marks, and each contribute to 50% of the student's overall mark.

#### Contact

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