DESIGN TECHNOLOGY

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

Course Structure

Unit	Topics/Unit Title	Assessment	A Level (%)
1	Core Technical Principles Designing and Making Principles Additional Specialist Knowledge	Written Exam 2.5hrs 120 Marks	30%
2	Specialist Knowledge, Technical and Designing and Making Principles	Written Exam 1.5hrs 80 Marks	20%
NEA	Practical application of technical principles, designing and making principles and specialist knowledge.	Coursework Approx 45hrs Substantial design and make project 100 marks	50%

What does the course involve?

- A great opportunity to involve yourself with testing, understanding and working with a range of traditional and modern materials and build upon your existing knowledge and practical ability of manufacturing processes.
- Work with real design contexts to solve relevant problems through research, practical investigations, design and development, leading to the manufacture of a full working prototype.

Knowledge and understanding is tested over two exams and a design and make project with the context and task chosen by the student.

Paper 1 - Mixture of short answers & extended response questions.

Paper 2 - Mixture of short answer & extended response questions.
Section A:
- Product Analysis: 30 marks
- Up to 6 short answer questions based on visual stimulus of product(s)
Section B:
- Commercial manufacture: 50 marks
- Mixture of short and extended response questions.

The Non-Examined Assessment will be delivered in year 13 from September to March with no specified time limit.
- Evidence: Written or digital design portfolio and photographic evidence of final prototype.

Further Study/Employment Prospects

Progression to a wide range of design based, manufacturing based, engineering and technology related degree courses are possible as well as higher, advanced and degree apprentiships.

In the recent past, students from this school have gone on to study engineering, product design and architecture. You could, of course, also train as a teacher and help to educate the next generation of D&T students.

Entry Requirements

- Innovative, creative and keen to produce high quality designs and products.
- Keen to learn from the past and develop the future.
- Competent in maths, English and science.
- Competent computer skills, willingness to learn and not be afraid to make mistakes.