Art, Design and Technology Department

GCSE Design and Technology

Examination board	Course code
AQA	8552

http://www.aqa.org.uk/subjects/design-and-technology

Synopsis

Design and technology is part of everyday life and is constantly evolving. This qualification focuses on developing practical skills within a particular material area, allowing students to manufacture high quality outcomes. They'll learn about commercial processes and careers in related industries, as well as developing core transferable skills, such as collaboration and communication.

Year 10: Will focus on the teaching of the following;

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

Year 11: Will focus on the NEA and examination preparation

Specification

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.

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

Structure of the course: The course will be split into elements or focusses to allow various key principles to be developed both in a theoretical nature and in a practical way. Part of year 10 will be devoted to the further development of practical skills in a range of medium and then be applied to focussed design and making tasks. Whilst the remainder of the time will be spent on the focussed learning tasks related to the theoretical elements of the specification.

Textbook and revision guide

Book title	ISBN
AQA GCSE (9-1) Design & Technology (Hodder Education)	978-1-5104-0108-2
CGP GCSE AQA Design & Technology for the Grade 9 - 1	978-1-78294-755-4

Further study opportunities

A-level	College
AS Product Design 3D Design A Level Product Design 3D Design	BTEC Technology courses Art & Design Photography
University	**Apprenticeships**
Foundation Art degree Design-based degrees including; jewellery, interior design, industrial design, illustration etc. Engineering degrees Modelling Architecture Photography degree Art-based degrees	Engineering Electrical Plumbing Construction Advertising and marketing Digital and creative media

For further information regarding apprenticeships visit: http://www.apprenticeships.org.uk

Further information

If you have any queries regarding the study of GCSE Design and Technology please do not hesitate to contact the Head of Subject, Mr Underhill at;

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