

DESIGN & TECHNOLOGY

GCSE D&T follows the Pearson Specification.	
Course Description	Design and Technology is purposeful, as well as being fun and exciting! Studying GCSE Design and Technology where pupils build on what has been learnt about designing and making in Key Stage 3. Pupils will use their knowledge and skills to design and make new and better solutions to real problems.
Course Level	Level 2
Course Qualification	GCSE
Examination	The paper is 50% of the course and includes calculations, short-open and open-response questions as well as extended-writing questions focused on: <ul style="list-style-type: none"> • analysis and evaluation of design decisions and outcomes, against a technical principle, for prototypes made by others • analysis and evaluation of wider issues in design technology. The paper is split into section A “core” and section B “material” categories.
Non Exam Assessment	Three contextual challenges will be provided by the board on 1st June each year, from which pupils must choose one to respond to. Pupils will produce a project which consists of a portfolio and a prototype. There are four parts to the assessment: <ul style="list-style-type: none"> • Part 1: Investigate • Part 2: Design • Part 3: Make • Part 4: Evaluate
Post 16 Education	A Level Design and Technology
Careers	Product Designer, Architect, Furniture Designer, Toy Designer, Industrial designer, Graphics Design, Engineering, CAD Technician.
Skills and Attributes	Creative, passionate, resourceful, able to communicate ideas, good listening skills, ability to take feedback, team worker, curious about the world around you.

For further information please see Miss M Alexander (Head of Technology)