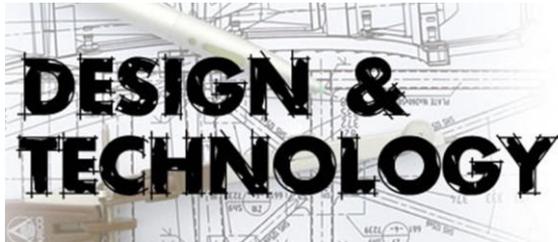




St Gregory the Great Catholic School – Secondary Phase

Design and Technology (KS4)

Examination Board: AQA GCSE Design and Technology: **Specification**



Course Description:

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.

Our GCSE allows students to study core technical and designing and making principles, including a broad range of design processes, materials techniques and equipment. They will also have the opportunity to study specialist technical principles in greater depth.

Assessment:

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.

AND

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

Why Study Design and Technology?

The new qualification is modern and relevant, so students can learn about contemporary technologies, materials and processes, as well as established practices.

The new GCSE places greater emphasis on understanding and applying iterative design processes. Students will use their creativity and imagination to design and make prototypes that solve real and relevant problems, considering their own and others' needs, wants and values.

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. Students develop a critical understanding of the impact of design and technology on daily life and the wider world.

Further information on GCSE Design and Technology can be obtained from Mr Johnson - Head of Design & Technology