



**GCSE AQA Design and Technology – Exam (50% Grade)**

**Knowledge:** Section A Core Technical Principles. Section B Specialist Technical Principles. Section C Designing and Making Principles.

**GCSE AQA Design and Technology – NEA Start (June)**

**Knowledge:** Learn how to develop and refine their design ideas by creating several prototypes and analysing their success. They will then create their chosen product accurately using workshop equipment and/or CAD.

**GCSE AQA Design and Technology – Term 3**

**Knowledge:** Learn how to use the iterative design process to solve a problem of their choice selected from the exam board. Learn how to research into the target audience and all the potential design possibilities.

**Non-Examined Assessment (50% Grade)**

**Knowledge:** The assessment points within the NEA are as follows. A. Identify & investigate. B. Design Brief. C. Generating design ideas. D. Developing design ideas. E. Realising design ideas. F. Analysing & evaluation.

11

**GCSE AQA Design and Technology – Term 1 & 2**

**Knowledge:** Materials and their processes, modern techniques, design approaches, design movements, designers, sustainability, the impact on the environment and more. Learn how to make a variety of different products using workshop machinery.

10



**dyson**

**Architectural Design Project (Graphics)**

**Knowledge:** Learn how to solve a real life architecture problem and then learn how to model their idea using Sketch-Up.



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9

**Designer Display Case Project (Resistant Materials)**

**Knowledge:** Learn how to create a design for a picture frame following inspiration from specific designers. Learn how to use and operate new plastic machinery.

**Bauhaus Desk Organisation Project**

**Knowledge:** Learn how to create a desk tidy developing their independent workshop skills. Develop knowledge of the iterative design process.

8

**Lego Design Project (Graphics)**

**Knowledge:** Learn how to use the iterative design process to research and design a Lego character.

**Memphis Inspired Time Project (Resistant Materials)**

**Knowledge:** Learn how to work safely in the workshop. Learn how to create a project to solve a set problem.

7

**Pop Art How to Design Project (Graphics)**

**Knowledge:** Learn how to draw and render correctly. Learn how to use designers to influence designs.

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