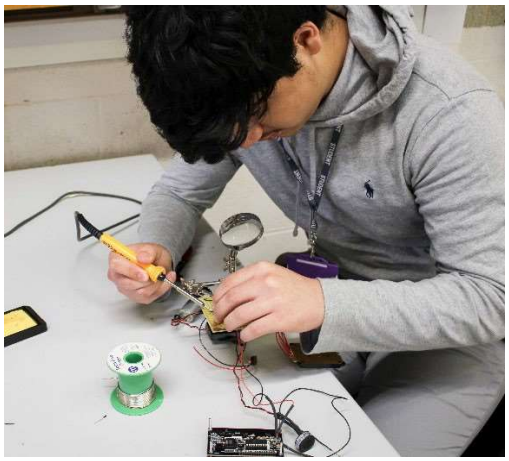

# PARK HIGH SCHOOL

# Design and Technology

**Exam Board:** AQA

**Course Specification:** 7552

**Qualification obtained:** AQA Advanced Level GCE in Design and Technology: Product Design


**Lead Teacher:** Mrs N Kerai **Email:** nkerai1.310@parkhighstanmore.org.uk


## Subject Overview:

This creative and thought-provoking qualification gives students the practical skills, theoretical knowledge, and confidence to succeed in a number of careers. Especially those in the creative industries.

Students will investigate historical, social, cultural, environmental, and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing prototypes of their choice.

Students will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers. The course allows learning to be taken out of the classroom and into manufacturing industries to experience Design and Technology in manufacturing and producing products for consumers.

**Assessment percentage Exam:** 50% | **Assessment percentage Coursework:** 50%

**Progression Routes:**

- All fields of design including product, 3D, Interior, fashion, textiles, footwear, exhibition, jewellery, furniture
- All fields of engineering including civil, mechanical, automotive, aeronautical, marine, environmental, design engineering
- TV/film sectors including set design, model making and special effects
- Advertising and communications industry including digital marketing
- Architecture and the built environment, town planning

**GCSE Subject Exam results minimum requirements:**

- A Grade 6 in *D&T* **OR** a Grade 6 in *Mathematics*
- At least 6 other GCSE subjects with Grade 4s. These **MUST** include *English Language* and *Mathematics*.

**Complementary learning:**

The subject is very diverse and therefore compliments many subjects.

**Student Quote:**

*"Studying Design Technology at A Level allows me to explore my creativity in a way I feel most subjects may restrict. The process of learning about materials and processes allows me to understand how the products we use on a daily basis are made."*

## Year 12

**Topics covered:**

- Understanding materials and their applications.

- Testing materials, critical analysis of environmental impact of using materials.
- Develop understanding of the performance characteristics of materials.
- Design theory, methods, and processes.
- Technology and cultural changes.
- Design processes in school and in the manufacturing sector.
- Modern and industrial commercial practice.
- Digital design and manufacture.
- Product development and evolution.
- iterative design in commercial contexts.

## Year 13

**Topics covered:**

- National and international standards in product design.
- Forming, redistribution and addition processes of timer and metal.
- Design for manufacturing, maintenance, repair, and disposal.
- Identifying and investigating design possibilities.
- Developing design ideas and realising design ideas.
- Analysing and evaluating current design trends.
- Iterative design process as the final project for this A level

## Assessment

This is by 50% Exam and 50% Coursework.

| Unit Code | Unit Title | Assessment Details | Weighting |
|---|---|---|---|
| Component 1 | Technical Principles | Written exam: 120 marks, 2 hours, and 30 minutes | 30% |
| Component 2 | Designing and making principles | Written exam: 80 marks, 1 hours, and 30 minutes | 20% |
| Component 3 | Practical application of technical principles, designing and making principles | Non-Exam assessment: Substantial design and make project and portfolio, 100 marks | 50% |

## Additional information

**Course specific equipment:**

- A3 Portfolio
- Students may bring their own laptops

**Useful Reading Material:**

AQA AS/A Level Design and Technology (Product Design), Hodder Education ISBN: 978-5104-1408-2

**Useful Websites:**

http://www.baddesigns.com/
http://www.dtonline.org/
http://www.dthub.net/index.html
http://www.olejarz.com/arted/perspective/
http://www.howstuffworks.com/
http://www.technologystudent.com
http://www.bsi-global.com/Education/StudentsKS3+4/index.xalter

**Enrichment:**

Trips to relevant exhibitions and design forums. Students will be encouraged to visit the Design Museum and other exhibitions as relevant.