FURZE PLATT SENIOR SCHOOL

A-level Product Design

AQA: 7552

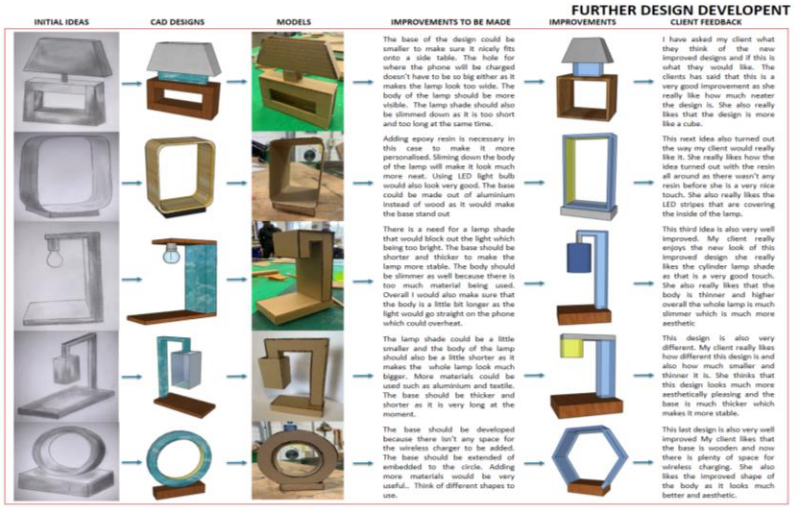
Introduction:

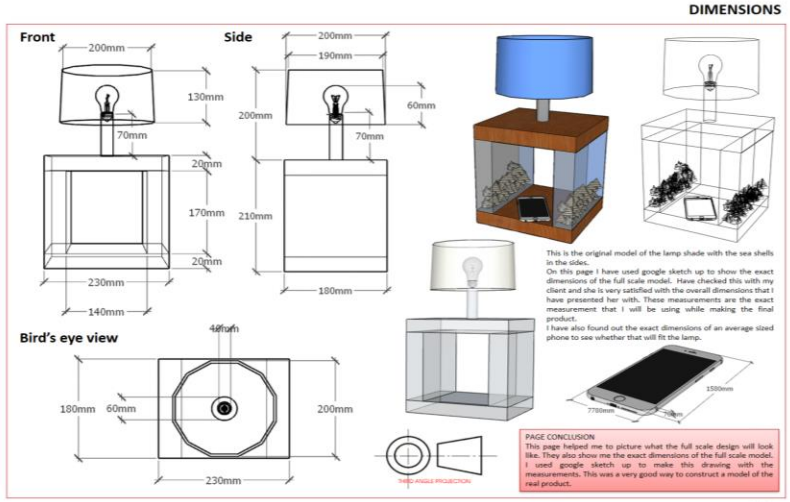
Imaginative practical work is at our heart.

Students will develop intellectual curiosity about the design and manufacture of products. They will explore, design, create and evaluate innovative solutions in response to realistic design contexts.

A variety of techniques used by a Year 13 student

Information:





Students will develop knowledge and understanding of the core technical, designing and making principles for product design.

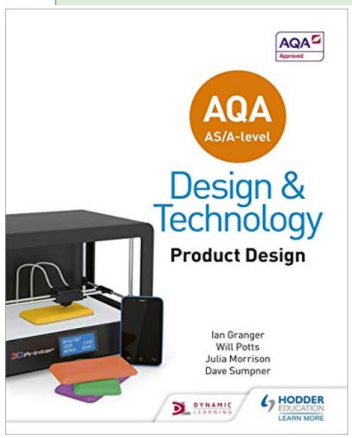
Subject content is split into three key sections with relevant integrated maths and science skills.

Designs produced by a Year 13 student

Assessment:

Written examinations:

Paper 1	+	Paper 2
What's assessed • Technical principles • Designing and making principles • Specialist knowledge		**What's assessed** • Technical principles • Designing and making principles • Specialist knowledge
How it's assessed • Written exam: 2 hours • 100 marks • 25 % of A-level		**How it's assessed** • Written exam: 2 hours • 100 marks • 25 % of A-level
Questions Mixture of short answer, multiple choice and extended response questions.		**Questions** **Section A: Product analysis** • 40 marks available. • Up to six short answer questions based on visual stimulus of product(s). **Section B: Commercial manufacture** • 60 marks. • Two extended response questions worth a total of 30 marks each.



NEA: Coursework:

Non-exam assessment (NEA)
What's assessed Practical application of: • Technical principles • Designing and making principles • Specialist knowledge

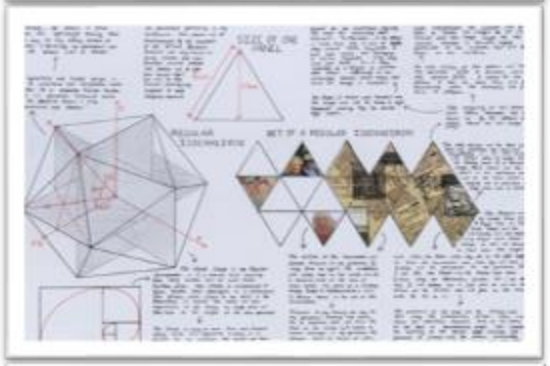
How it's assessed
• Single substantial design and make task
• 100 marks
• 50 % of A-level
• Approximately 40 hours in duration
• Written or electronic portfolio with photographic evidence of final outcome
• Assessment criteria to include:
  • exploration
  • designing
  • making
  • analysis and evaluation.
The above will be assessed in a holistic way.

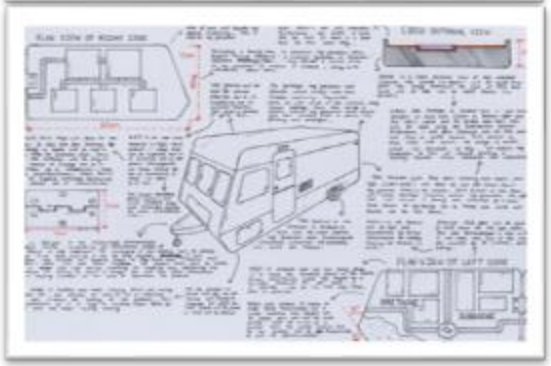
Task(s) Students will undertake a substantial design and make task and produce a final prototype. The context of the task will be determined by the student.

Students will be given a textbook- students will given regular knowledge based lessons to confirm their understanding

Iterative Design Process:

We follow the iterative design process through our projects by exploring and experimenting with materials and processes. We develop our ideas into prototypes to test the plans



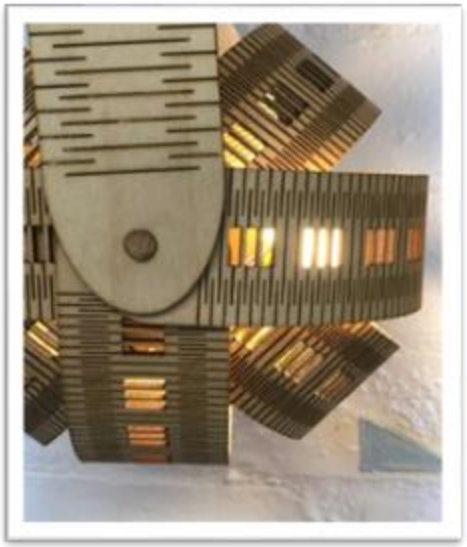


A current student's project

Year 12 Projects:

We will do a range of mini projects to get students used to the way of working and to give them the opportunity to explore a range of different experiences.

Using polymers, laser ply, 2D design and the laser cutter plus experimenting with other materials, techniques and equipment



A small selection of the projects you will undertake

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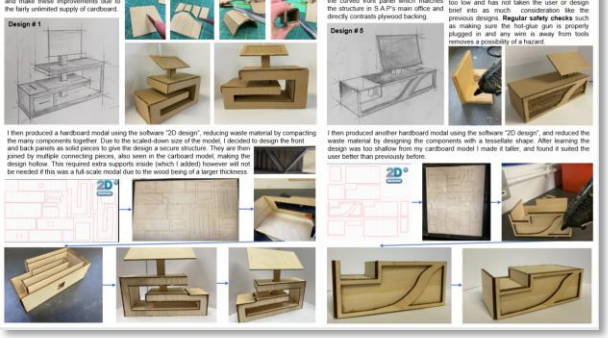
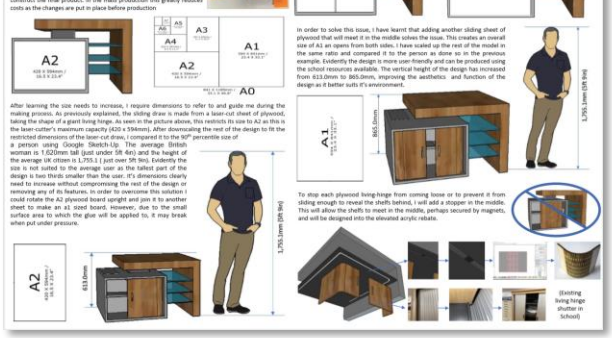
Example of part of the NEA:

Client Requirements / Feedback

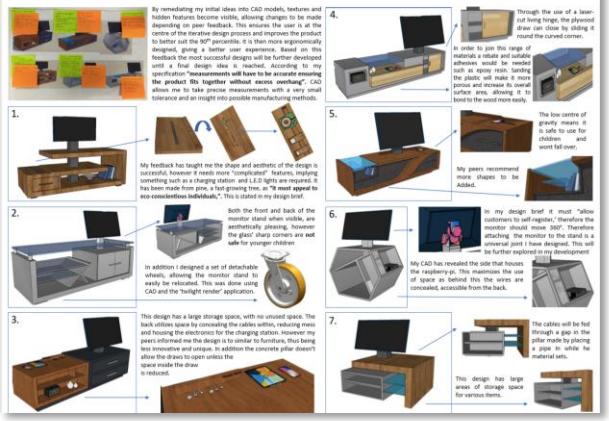
Modelling



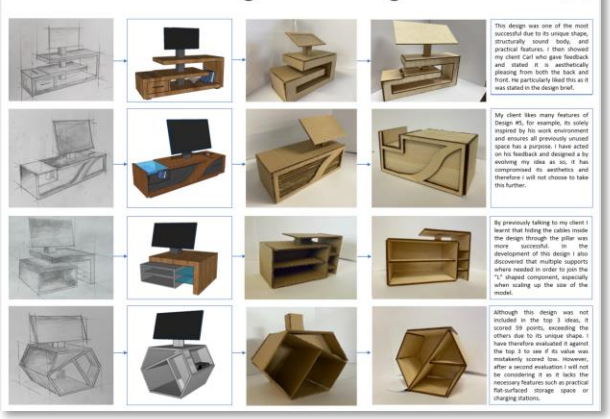
Iterative Design / UCD



CAD – Google Sketch-up



Evaluation Of Design Modelling



Making Section A

A selection of slides from a personal project

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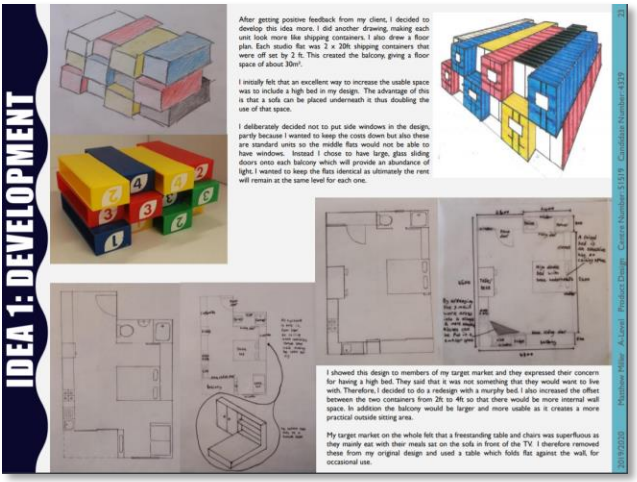
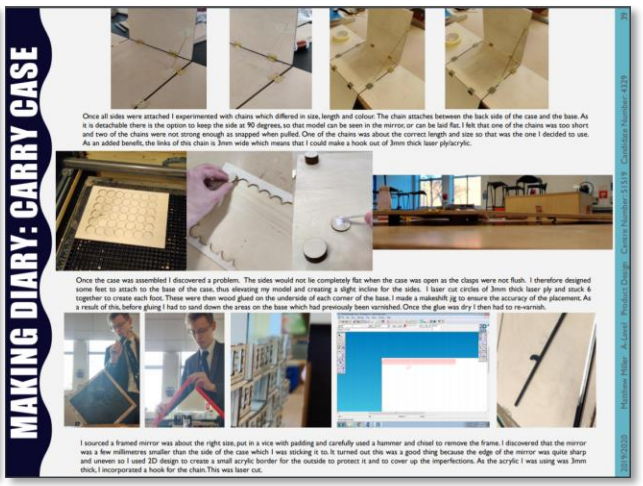
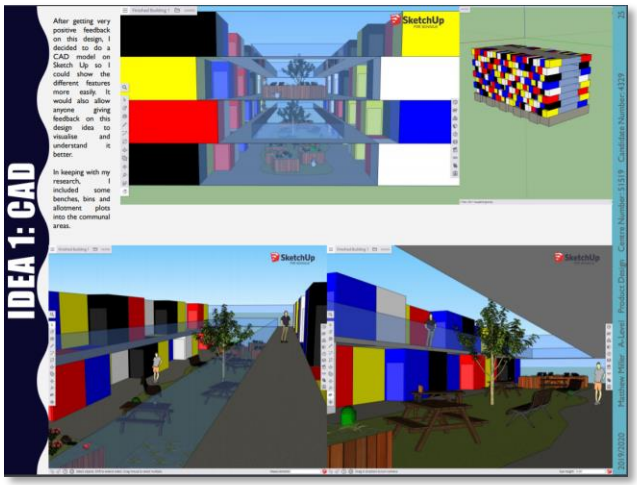
Example of part of the NEA:







A selection of slides from a personal project

Important stuff:

ALPS score: 3

Grades are not the only currency – however we have had excellent results!

Universities also love the subject as it shows students can ‘think outside of the box’ and show resilience in undertaking the NEA

What we are looking for:

1. We want you to be curious in the world around you

2. Be able to look objectively at products

3. Explore materials and processes

4. Be creative!

Please contact me if you would like to discuss anything:
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