

Exam Board: AQA
Qualification: 8552 - GCSE Design and Technology
Assessment Information: 50% NEA (Coursework)
50% Written Exam
[Link to official specification](#)

Department Information:
The Design Technology department empowers students to explore creativity and innovation through hands-on learning. Our curriculum covers product design, engineering, and Textiles, emphasizing sustainability and real-world applications. With good facilities, we cultivate technical skills and critical thinking, preparing students for future careers in the dynamic field of design.

By integrating these values into the curriculum and classroom culture, we can cultivate well-rounded students who excel not only in Design Technology but in their overall personal development.

ACHIEVE in the curriculum:
Ambitious: We encourage students to tackle complex design challenges that push their creative boundaries. We support students in setting personal and team goals for projects, fostering a growth mindset. Happy: We create a collaborative and supportive classroom atmosphere where students feel comfortable sharing ideas. We regularly recognize and celebrate individual and group successes, big or small. Integrity: We teach students the importance of ethical practices in design, including sustainability and fair sourcing of materials. We encourage students to take responsibility for their work and decisions, promoting honesty in all aspects of the design process. Endurance: We instil a mindset of perseverance by emphasizing the importance of learning from failure and iterating on designs. By implementing projects that require sustained effort and commitment, helping students understand the value of endurance in achieving their goals. Versatility: We encourage students to learn and apply a variety of techniques and tools, from digital modelling to hands-on fabrication. We present problems that can be approached in multiple ways, promoting creative thinking and adaptability.

Curriculum Aims & Intent:

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.

Resources:

<https://www.aqa.org.uk/subjects/design-and-technology/gcse/design-and-technology-8552/specification-at-a-glance>
<https://www.bbc.co.uk/bitesize/examspecs/zby2bdm>
<https://www.technologystudent.com/>

How we keep parents informed:

*Delete as appropriate:
Year 11 - Progress reports are published 4 times per year, in October, December, February and March, with a face-to-face parents' evening in October.*

How parents can help their child:

Talk about design at home, encourage student to think creatively. Go to exhibitions/museums focussed on design - the design museum, the Victoria and Albert Museum, the Science Museum.

What we study and when:					
Term	Unit, Topic Or Summary Of Work Covered	Knowledge, Understanding & Skills Developed	ACHIEVE / Personal Development Focus	How The Work Is Assessed	Careers Links
1	NEA - - Producing a design brief and specification - Generating design ideas	Students will need to use the research they have created in Year 10 to produce a design brief and specification. This will be done on the laptops. Students will then move onto generating design ideas, student will need to avoid design fixation and demonstrate originality and flair in their work. Ideas will be communicated through a variety of methods including sketching, card modelling and CAD.	Ambitious, Integrity. Endurance and Versatility.	The work will be assessed at the end of the project as part of the GCSE. Students are given the mark scheme to gauge their level.	Links to problem solving and creative thinking.
2	NEA - Developing design ideas	Students will choose their best ideas to develop, they will further investigate these ideas in line with client feedback. Students are expected to be experimental at this stage and try a number of iterations for their idea. They should communicate their developments using card modelling, material experimentation and CAD.	Ambitious, Integrity. Endurance and Versatility.	The work will be assessed at the end of the project as part of the GCSE. Students are given the mark scheme to gauge their level.	Links to modelmaking and the iterative design process.
3	NEA - Realising design ideas	Students will choose their best idea in line with the comments from the client and the link to the specification. The students will make a final model of their design idea. The model will be made from a variety of materials including wood, fabric and plastic. The students can fabricate their design ideas or produce a CAM model using the laser cutter and/or 3D printer.	Ambitious, Integrity. and Versatility.	The work will be assessed at the end of the project as part of the GCSE. Students are given the mark scheme to gauge their level.	Links to CAD and CAM. Links to manufacturing.
4	NEA - Analysing and Evaluation.	Students will analyse and evaluate their final idea, this will form part of their digital presentation and will be created on the computer. Students should get feedback from their client and their target audience. Students should discuss ways they could improve their design.	Endurance	The work will be assessed at the end of the project as part of the GCSE. Students are given the mark scheme to gauge their level.	Links to critical thinking.

		Exam Prep - half of this term will be spent on the theory exam preparation. Students will be asked to try questions from each section of past exam papers.			
5	Exam Prep	Revision using past papers.	Ambitious and Endurance	Feedback will be given on the exam papers.	
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