

Course Overview

Product Design is a creative and thought-provoking qualification that gives you the practical skills, theoretical knowledge and confidence to succeed in a number of careers, especially those in the creative industries. You will investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put your learning into practice by producing prototypes of your choice. You will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.

A-level Design and Technology: Product Design requires students to engage in both practical and theoretical study. The AQA specification requires students to cover design and technology skills and knowledge which have been separated into:

- Technical principles
- Designing and making principles.



Assessments:

Paper 1: Technical principles. This is a 2.5 hour exam worth 120 marks, which is 30% of the A-Level. This exam is a mixture of short answers and extended responses

Paper 2: Designing and making principles. This is a 1.5 hour exam worth 80 marks, which is 20% of the A-Level. This exam is a mixture of short answer and extended response questions.

Section A:

- Product Analysis: 30 marks
- Up to 6 short answer questions based on visual stimulus of product(s).

Section B:

- Commercial manufacture: 50 marks
- Mixture of short and extended response questions.

NEA: This is the practical application of technical principles, designing and making principles. The NEA is worth 50% of the A-Level and will be evidenced with a PowerPoint presentation of the work completed.



Context: Presentation of previous experience within Product Design

Brief: Produce a PowerPoint presentation of the work you have produced at GCSE. Use photographic evidence for any practical examples.

Tasks: Create a PowerPoint presentation of the work you have produced at GCSE. Please focus on the following points:

- Researching skills
- Designing skills (both hand drawings and CAD)
- Prototyping skills
- Evaluating skills
- Presentational skills (how work has been presented).

Outcomes MUST be completed as a PowerPoint presentation and printed as a handout with 4 slides per page *and* brought in on a memory stick.

Assessment: Peer assessment will be used to rank the outcome from the group.

Deadline: The above tasks must be completed for the first lesson back after the Summer Holiday (therefore you must bring printed work on the first day of the year).