

# Design & Technology

Head of Department:  
Mrs W Hayes

GCSE in Design & Technology changed to a new specification in September 2017 - first examination in June 2019. This change avoids the needs for students to choose specific discreet areas in D&T, and instead choose an option at GCSE that gives them the opportunity to investigate a range of material areas – Metals, Papers & Boards, Polymers, Systems, Textiles and Timbers – to realise their design ideas. This change gives students more scope to explore and realise their ideas with whatever material is most suitable/fit for purpose, rather than having to use a specific direction, therefore is ideal for students who enjoy the creative, design nature of Design & Technology studied at Key Stage 3. Students produce a range of 2D and 3D outcomes using a wide variety of materials, most suited to the task – woods, metals, polymers/plastics, cards and paper, modelling materials, textiles or electronic and mechanism based options. This will be a demanding GCSE subject, that includes both a coursework (50%) and examination element (50%) and students should expect to apply equal effort to all tasks whether written/design based or practical, from writing an evaluation of an existing product to using high levels of precision on practical work to produce a quality outcome. The exam element of the course also includes Maths and Science based questions. Homework for the subject will take different forms, e.g. questions to test knowledge and understanding or collecting information and producing design sketches. The subject forms part of the STEM suite of subjects – Science, Technology, Engineering and Maths.

## GCSE Design & Technology

Awarding Body: OCR  
Possible Grades: 1 – 9

### Course Outline

Design & Technology encourages critical and creative thinking and to explore contextual challenges. Students will analyse situations, make reasoned decisions, plan responses and evaluate those responses. They will use information gathered to help inspire and improve design and practical outcomes.

Students will be taught to:

- Understand contexts and contextual challenges to recognise a design need or opportunity
- Research the need and understand their stakeholder's needs, wants and values. Undertake additional research throughout the project, as and when the need arises
- Analyse existing products and their fitness for purpose
- Draw up a product specification
- Produce a range of design ideas that show imagination and experimentation suitable for the recognised need
- Develop these ideas further through critique and refinement, being ambitious and open to taking risks in order to develop the potential of their idea
- Plan the production of their final idea
- Use a range of tools and materials to produce quality products – wood, plastic, metal, smart materials, manufactured board, cards, paper, textiles, modelling materials, system and control, etc
- Test and evaluate their products to determine how well they have met the original specification

- Appreciate sustainable design and environmental issues and apply them to design work/products
- Appreciate moral and cultural issues, avoiding stereotypes and apply these to their design work



### Assessment

Written Examination: 50%  
Coursework/Non-examined assessment: 50%

Year 9/10 Students will undertake a series of research, design and practical tasks to improve design and practical skills and D&T theory knowledge. GCSE coursework will commence in June of Year 10, which is when exam boards are permitted to release the design contexts for that examination years projects.

Year 11 Students will complete their GCSE coursework project/NEA (50%) and sit a written 2 hour exam – Principles of Design & Technology (50%) – that includes a Maths and Science content.