

DESIGN AND TECHNOLOGY

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Exam Board:
Syllabus Code:
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GCSE at a glance

Design & Technology at GCSE is a fluid progression from what is taught at Key Stage 3. Students work independently and are guided by their teacher through a practice coursework assignment in year 10 and ending in a final Controlled Assessment in Year 11. All Key Stage 4 students currently follow the AQA GCSE Design and Technology course.

50% NEA (coursework) due 2025

50% written exam due June 2025

Autumn Term

Content
1 hour of theory a week

Unit 1: new and emerging technologies

Unit 2: energy, materials, systems and devices

2 hours a week skills-based learning:

Students are tasked with making a noughts and crosses game which is made to a larger scale than existing ones already sold in shops. Building on prior knowledge of D&T in KS3, students are asked to make the game using a variety of materials and manufacturing techniques (modern and traditional tools).

Assessment:

End of unit written paper for each topic.

This project is marked in line with the AQA assessment criteria (found in design journals).

Spring Term

Content
1 hour of theory a week:

Unit 3: Materials

Unit 4: common specialist technical principles

2 hours a week of skills-based learning:

Students are given a brief based on the current year 11 ones released by AQA (storing valuable products). Students are expected to create a design portfolio, in line with the NEA guidance and assessment criteria (shared with students during their last project).

Assessment:

End of unit written paper for each topic.

This project is marked in line with the AQA assessment criteria (found in design journals).

Summer Term

Content
1 hour of theory a week:

Unit 5b: timber-based materials

2 hours a week skills-based learning:

For summer term 1 students will continue and complete their mock NEA. On June 1st the new design tasks will be released by AQA and students will begin working on these on Monday 3rd June.

Assessment:

End of unit written paper for each topic.

In line with exam board guidance, no feedback is given to students for the duration of

the NEA. Only generalised feedback is permitted.

Year 11 Assessment & Marking

Teachers are expected to:

- Make suggestions on improving accuracy of practical skills and making through any practical activities offering guidance and feedback based on the AQA assessment criteria.
- Provide students with the AQA assessment criteria at the beginning of the year.
- Correct any inaccurate technical language relating to describing materials, manufacturing methods and production techniques. This applies to theory work and skills-based learning tasks.
- To mark books once every three weeks and provide targets to students (based on theoretical knowledge, designing, making and evaluating).

Students are expected to:

- Revise any notes taking during theory lessons to consolidate exam units. Students also need to take ownership of theory-based lessons and discuss any gaps in learning with their teacher.
- Be engaged with both theory and skills-based learning lessons and always try their best in all aspects of Design and Technology
- To self-assess any research or design work in their D&T booklets/NEA.
- To complete any practical work to a high quality and degree of precision.
- To peer assess any design work to provide another viewpoint and opinion of how to alter and improve ideas.

Year 11 Home Learning

Home learning will be provided on a weekly basis and support the theory-based learning in class. This will be assessed the following week for any inaccuracies and gaps/errors in knowledge.

Family Support

Visit exhibitions and galleries which would keep your child informed of current and past design movements, designers, architects and illustrators.

Encourage your child to do his/her D&T home learning. In Key Stage 3 students will receive home learning once every two weeks and once a week in Key Stage 4. These home learnings are often theory based and backup the practical elements of D&T completed in lesson times.

Encourage your child to attend intervention sessions (Ks4). D&T interventions enrich what is taught in lessons and runs every Friday 3.05pm-4pm. Intervention sessions run at the same time for year 10 and 11 students for them to achieve the highest possible grade for their GCSE in Design and Technology.

Read over the theory notes made in class. There are a lot of theory units (listed above) to cover in the two-year course. It would be extremely useful to read through the notes written in class with your son/daughter to consolidate their knowledge and further prepare them for their exam in 2025.

Student Enrichment

Wider reading and useful web-sites or activities to support learning:

Encourage your child to complete additional research. Websites such as www.technologystudent.com and www.bbc.co.uk/schools/gcsebitesize/design/ are great for building independent learning skills.