

AQA: GCSE DESIGN TECHNOLOGY

A GUIDE TO THE COURSE



What does a typical lesson look like?

Year 9 and 10: Students will develop a deeper knowledge of the design process, learning how to apply maths and physics to solve problems. These year have been developed to take risks, and build up the skills and knowledge needed to be able to complete their NEA projects well.

Year 11: This years work contribute towards the final GCSE and therefore students will work on their individual NEA projects. Lessons will be split between theory and NEA focuses

Assessment overview:

NEA: (Coursework)

(100 marks) 50% of total GCSE

Exam:

Theory Exam 2 hours

(100 marks) 50% of total GCSE

Section A – core technical principles (20 marks)

Section B – Specialist Technical Principles (30 marks)

Section C - Designing and Making Principles (50 marks)

Time frames:

Theory :

Once a cycle year 9 & 10

Recapped in year 11

NEA Coursework:

June Year 10 – March Year 11

Key skills required

- The ability to work independently outside of lesson time
- Dedicated and proactive
- Creative designing skills
- Strong Maths and physics ability
- Strong practical ability

Careers In Technology:

You can work in the design industry, or use your creative flair and ability to generate ideas and concepts to match a brief, in many other sectors.

Job options include Product Designer, Architect, Engineer,