



Gordon's
Sixth Form

Design and Technology

(Product Design)

AS Level and A Level

Course Details

The course is examined at the end of Year 12 through a 1.5 hour exam and the self-directed NEA (50%). The NEA is a single design and make task using one of three contextual challenges set by set by AQA. The course is examined as a whole in a 2.5 hour exam (30%), a 1.5 hour exam (20%) and in the self-directed NEA (50%) at the end of Year 13.

Year 12 (Term 1)

- Theory – Technical Principles and Designing and Making Principles.
- Inclusive Design Project introducing the key principles of: user centered.
- Design; interactive design; primary and secondary research skills including fact finding and conducting task analysis; generation and realisation of ideas through sketching and prototyping; testing and evaluating systematically using third-party feedback, comparison to the specification and bench marking; exploring stakeholders; and understanding requirements.
- NEA based on one of the AQA contextual challenges.

Year 12 (Term 2)

- NEA completion.
- Theory – Technical Principles and Designing and Making Principles.

Year 12 (Term 3)

- Theory & Exam Skills – Technical Principles and Designing and Making Principles completion.

Year 13

- NEA self-directed project research, problem spotting.

Year 13 (Term 1-2)

- NEA completion.

Year 13 (Term 2-3)

- Theory Revision and Exam Skills – Technical Principles and Designing and Making Principles.

Overview of results

The department performs well at GCSE and A Level compared to similar centers and nationally. The 2018 A Level cohort will be the first through the new, challenging specifications for the subject.

Skills and attributes from studying Product Design

Technical ability:

Technical skills and specialist knowledge of how products work are designed and created.

Problem solving:

Problem solving skills and creative thinking allow you to recognise problems and their causes, to identify a range of possible solutions and then assess and decide the best way forward.

Organisation:

Planning and scheduling your work is crucial. This could include being able to prioritise what needs to be done and by when.

Communication and Presentation:

You will need to write clearly and convincingly. Listening skills, the ability to negotiate and to be persuasive are essential to progression. Visual communication is also critical to portray ideas.

Creativity:

Creativity is about being novel and appropriate with your approach to problem solving and designing. You may need to draw on a good imagination to come up with creative solutions.

Analytics:

You'll be collecting and examining information in detail to arrive at a solution, to answer a key question or make an informed decision.

Understanding Client Needs:

Contact with stakeholders and the public requires good customer service skills.

Discipline:

You need to know and do what is expected of you. This ranges from organising yourself, being on time, to being responsible.

Degrees and Careers

Architecture, interior architecture, animation, illustration, engineering, aerospace engineering, automotive engineering, product design, graphic design, marketing, media, television and film production, set design, fashion, costume design, web design, software development.





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