

3D product gallery



Design & Technology Subject progression

Post 16 courses:

A-Level product design
A-Level architecture
A-Level electronics
Apprenticeships
Degrees

Careers:

Product design	Industrial designer
Transport designer	Engineering sector
Civil engineering	Teaching
Theatre design	Graphic designer
Architecture	Armed services
Electronics	Desk top publishing
Biomedical engineering	
Motor vehicle engineering	

Subject contact:

Mr D Bausor (DT T4)

dbausor@elycollege.co.uk

Syllabus: [www.aqa.org.uk/
designandtechnology](http://www.aqa.org.uk/designandtechnology)



ELY COLLEGE

GCSE

Design & Technology (3D Products)

*Preparing students to participate confidently
and successfully in an increasingly
technological world.*

Designing our tomorrow.

*Identifying people's wants, needs and helping
to make lives easier.*

*Investigating and solving real life problems
and challenging existing solutions.*

*Developing a creative, imaginative and
innovative approach to design.*

Applying practical and material knowledge.



Visual Impairment & Dyslexic Aids

The 3 year programme

YR 9: Foundation

Developing your practical skills.

(Hand and machine including CAD/CAM)

Manipulation, experimentation and understanding of a range of materials.

Graphical & presentation skills.

Mini tasks and activities that develop your underpinning core knowledge.

YR 10: Core application

Applying your core knowledge in the 'wider contexts of design'.

More substantial assignment briefs.

Considering a specialist material.

YR 11: Specialising

Non-examined assessment (NEA)

(The new name for coursework)

Written exam preparation / revision

Written exam

50% of GCSE

2 hour exam (100 marks).

What is assessed:

Core technical principles

Specialist technical principles

Designing & making principles

Exam questions:

• Section A: Core technical principles

(20 marks) A mixture of multiple choice and short answer questions assessing a breadth of technical knowledge and understanding.

• Section B: Specialist technical principles

(30 marks) Several short answer questions (2-5 marks) and one extended response to assess a more in depth knowledge of technical principles*

• Section C: Designing & making principles

(50 marks) A mixture of short answer and extended response questions including a 12 mark design question.

**This is where the students can answer in their chosen material specialism.*

NEA (Non-exam assessment)

50% of GCSE

30-35 hours (100 marks)

What is assessed:

Practical application of the core and specialist technical principles and designing & making principles

Contextual challenges:

• The NEA is a substantial design and make task called a 'contextual challenge'.

• Contextual challenges are set annually by the exam board. These are released on the 1st of June in YR 10 and change each year. Contextual challenge is marked as follows:

○ **Investigating** (20 marks)

○ **Designing** (30 marks)

○ **Making** (30 marks)

○ **Analysing & evaluating** (20 marks)

• Students will be expected to produce a working prototype / 3D product as well as a supporting portfolio of evidence (*maximum 20 pages in length*).

• NEA work will be marked by the teacher and moderated by the exam board.