

A Level Design and Technology (Edexcel)

Product Design – Graphics and Resistant Materials

Course description

This creative and thought-provoking qualification gives students the practical skills, theoretical knowledge and confidence to succeed in a number of careers. Especially those in the creative industries.

Course content

Using Graphic principles and experiences the course will allow students to:

- investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing products of their choice. Students will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.
- develop and sustain innovation, creativity and design and technology capability, to recognise constraints and to produce high quality products.
- develop critical understanding of the influences of the processes and products of design and technological activity from a historical perspective and in current practice.
- apply essential knowledge, understanding and skills of design production processes to a range of technological activities and develop an understanding of industrial practices.
- use information and communications technology (ICT) to enhance design and technological capability.
- recognise the social, moral, spiritual and cultural values inherent in design and technological activity, and develop critical evaluation skills in technical, aesthetic, ethical, economic, environmental, social and cultural contexts.
- develop as discerning consumers able to make informed choices.
- develop positive attitudes of co-operation and citizenship and work collaboratively.

Assessment

Component 1 – Principles of Design and Technology – 50% of qualification

In this unit students will develop a knowledge and understanding of a wide range of materials and processes used in the field of design and technology. (Examination – 2 hours 30 mins).

Component 2 – Independent Design and Make Project – 50% of qualification

In this unit students are given the opportunity to develop their creative, technical and practical skills through a substantial design and make project. (Non-examined assessment).

Future opportunities

This subject supports many design based post Key Stage 5 opportunities and career paths such as, Product Design, Computer Aided Design, etc. Many of the research, evaluating and reporting skills would be of great use in a wide range of 'unrelated' degrees.

Further information

There are many practical aspects to the course which focuses heavily on designing, modelling and making. Creativity, imagination and the ability to develop ideas thoroughly and with flair will be important



Entry requirements

A grade 5 or better at GCSE Design & Technology is essential.