

# Design and Technology GCSE

This Design and Technology qualification is engaging and inspiring, through the way in which the course is constructed and delivered, mixing multiple material areas to give students a wide range of design knowledge.

Design and Technology enables you to understand and apply iterative design by exploring, creating and evaluating a range of outcomes. The qualification enables you to use creativity and imagination to design and make prototypes that solve real and relevant problems, considering your own and others' needs, wants and values.

Design and Technology builds on Key Stage 3, incorporating knowledge and understanding of different materials and manufacturing processes in order to design and make, with confidence, a range of prototypes in response to issues, needs, problems and opportunities.

You learn how to take creative design risks, helping you to become resourceful, innovative and enterprising citizens. Through exploring outcomes of Design and Technology, both historic and present day, you will develop an understanding of its impact on daily life and the wider world and understand that high-quality Design and Technology is important to the creativity, culture, sustainability, wealth and wellbeing of the nation and the global community.

## Component 1

**Written examination:** 1 hour and 45 minutes - 50% of the qualification (100 marks)

The content is divided into two sections: core content and material categories. You will study the core content, which includes a range of materials, plus one material category.

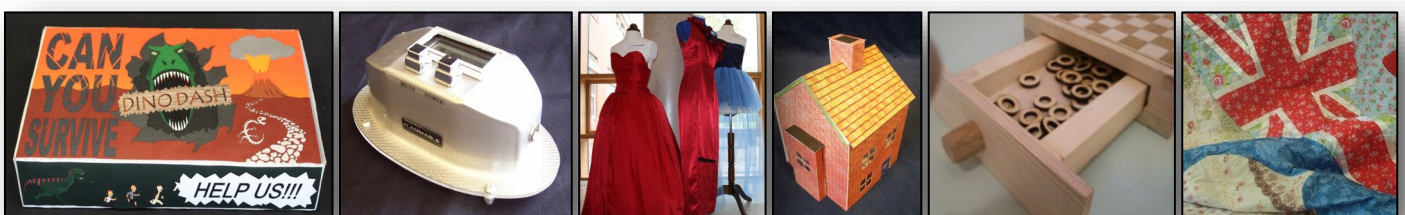
## Component 2

**Non-examined assessment:** 50% of the qualification (100 marks)

You will undertake a project as part of your non-examination assessment which will be set by the exam board. You are required to analyse a given contextual challenge from a range of three on an individual basis.

Having selected a contextual challenge to work on within your chosen material area, you should develop a range of potential ideas and then realise one through practical making activities. The project must allow you to apply knowledge and understanding in a product development process to investigate, design, make and evaluate your prototype.

This project will require you to follow an iterative design process rather than a linear process requiring you to continually test, evaluate and refine ideas.



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