

# GCSE Design & Technology: Product Design

## Overview

Pupils will gain in-depth knowledge of product design processes and practices. This is underpinned by a wider understanding of skills, technologies, materials, and the influences of social, cultural, environmental and economic factors on design.

## What will I study?

The course combines practical skills, supported by theoretical learning. Topics include the impact and evaluation of new and emerging technologies, modern and smart materials, and investigating and analysing the work of others.

This is then used to inform the development, communication and strategies surrounding practical design projects, including identifying and understanding user needs, creating prototypes, and addressing challenges.

## Assessment

There are two assessments for this course - a written examination, and a practical coursework based project.

Units	Content	Weight
Unit 1 - Design and Technology in the 21st Century	<ul style="list-style-type: none"><li>• 2 hour written examination.</li><li>• Questions assess knowledge and understanding of product design.</li></ul>	50%
Unit 2 - Design and Make Task	<ul style="list-style-type: none"><li>• Non-examined assessment.</li><li>• Contextual challenge set by exam board.</li><li>• Identify, investigate, analyse and outline design possibilities.</li><li>• Design and make prototypes and evaluate their fitness for purpose.</li></ul>	50%

## Where can GCSE Design & Technology take me?

GCSE Design & Technology provides pupils with the opportunity to begin exploring the world of design, and the different technologies, materials and techniques associated with it - not just the stereotypical woodworking!

Through the use of technologies such as CAD and CAM softwares, 3D printing, laser cutting, and vacuum forming (amongst others), pupils are primed for careers and further education courses in a number of areas - for example, engineering, manufacturing, electronics, and mechanics.

### Keywords from the course description:

