

Curriculum Overview

Subject: Design & Technology

Year Group: Year 13

The A level in Design and Technology course offers a unique opportunity in the curriculum for learners to identify and solve real problems by designing and making products or systems. Design and Technology is an inspiring, rigorous and practical subject. The Year 13 curriculum aim is to encourage learners to use creativity and imagination when applying iterative design processes to develop and modify designs, and to design and make prototypes that solve real world problems, considering their own and others' needs, wants, aspirations and values. The course enables learners to identify market needs and opportunities for new products, initiate and develop design solutions, and make and test prototypes. Learners will be inspired to take the broad subject further in their education and specialise in an area which they feel passionate about; whether this is through an apprenticeship, college or at university level.

TERM 1	TERM 2	TERM 3
<p>KNOWLEDGE/SKILLS</p> <p>Half term 1: NEA</p> <ul style="list-style-type: none">➤ Challenging design brief that addresses the context and meets the needs of the intended user(s)➤ Detailed design specification with measurable outcomes➤ Time management plan➤ Design proposals➤ Further investigations • Full annotation and analysis, reference to brief and spec.➤ Modelling (Scale, techniques, material experimentation)➤ Working drawings➤ Plans➤ Templates and jigs➤ Use of CAD <p>Half term 2: NEA</p> <ul style="list-style-type: none">➤ High level practical skills used to develop and refine the design prototype➤ Continued experimentation and adaptation➤ Use of CAM	<p>KNOWLEDGE/SKILLS</p> <p>Half term 1: NEA</p> <ul style="list-style-type: none">➤ High level practical skills used to develop and refine the design prototype➤ Continued experimentation and adaptation➤ Use of CAM <p>Half term 2: NEA</p> <p>Ongoing throughout NEA. Used to inform design decisions, modifications and development of prototype. Close and regular involvement of client/user(s) ensuring prototype is fit for purpose and meets their needs.</p> <ul style="list-style-type: none">➤ Testing➤ Critical analysis➤ Critical evaluation➤ Modifications➤ Consideration for production methods	<p>KNOWLEDGE/SKILLS</p> <p>Half term 1: Theory, revision and exam preparation</p> <ul style="list-style-type: none">➤ Developments in technology➤ Quality assurance procedures➤ Standards in product design➤ SME responsibilities of designers <p>➤ Recap all knowledge across the two-year curriculum.</p>

KEY ASSESSMENTS	KEY ASSESSMENTS	KEY ASSESSMENTS
Half term 1: Pre Public Exam	Half term 1: Pre Public Exam	Ongoing - Exam style questions
Extended reading suggestions and external resources:		
My Revision Notes: AQA A Level Design and Technology: Product Design		
https://studyrocket.co.uk/revision/a-level-design-and-technology-aqa www.technologystudent.com		