WHY CHOOSE GCSE

DESIGN AND TECHNOLOGY?

Through studying GCSE Design and Technology, you will be prepared to participate confidently and successfully in an increasingly technological world; and be aware of, and learn from, wider influences on design and technology, including historical, social/cultural, environmental and economic factors.

The course will offer you the opportunity to solve real problems by designing and making products or systems.

WHAT WILL I STUDY?

The GCSE Design and Technology qualification is available in the following pathways:
- Engineering Design
- Fashion and Textiles
- Product Design

Each of these pathways is divided into core knowledge and information - which will ensure that you have a broad knowledge and understanding of Design and Technology – as well as content that is specific to your chosen pathway.

HOW WILL I BE ASSESSED?

Unit 1 – On screen exam
Assessment Type: Digital examination
30% of qualification: 80 marks

The on-screen exam will require you to demonstrate and apply your knowledge and understanding of the principles, materials, tools and techniques used in Design and Technology. There will be a mix of short answer, structured and extended writing questions on both core knowledge and content that is specific to your chosen pathway.

Unit 2 – Design Project: Contextual Challenge
Assessment Type: Non-exam assessment
70% of qualification: 100 marks

This unit is designed to give you the opportunity to solve 'real life' problems by designing and making products or systems that respond to your selected target markets' needs, wants and values.

You will be required to identify design opportunities, produce a clear design brief and specification, create innovative solutions, produce quality final prototypes and evaluate their suitability for their intended users' needs.

WHAT SKILLS WILL I DEVELOP?

Studying Design and Technology will enable you to develop a wide range of transferable skills for further education, work and life:

- Creative and innovative thinking
- Use of imagination and experimentation
- Ability to critique and refine your own ideas
- Knowledge and Understanding of all design and technological activity and influences
- Decision making and communication skills
- Develop high quality, imaginative and functional prototypes

CAREERS IN DESIGN AND TECHNOLOGY

This qualification provides a suitable foundation for the study of Design and Technology at A-level which would allow you the opportunity to study a range of courses at university.

There are many careers that come from studying Design and Technology, a few are listed here:

Architecture: architect, technician, structural engineer, interior architect, CAD specialist, surveyor, project manager, naval architect

Fashion: textile designer, fashion designer, textile engineer, dressmaker, jewellery designer, costume designer, silversmith, technologist

Graphic Design: graphic designer, web designer, UI/UX designer, games developer, digital media.

Systems Design: electronic design engineer, mechanical engineer, circuit designer, software architect, software programmer, lighting designer

Product Design: product designer, furniture designer, fashion designer, brand identity design, kitchen designer, ergonomist, industrial designer.

Engineering: mechanical, electrical, structural, civil, aerospace, automotive, renewable energy, mechanic, robotics, material development

Construction: carpenter, joiner, blacksmith, metal fabricator, electrician, plumber, project manager, construction manager, health and safety manager

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