GCSE Design and Technology

This GCSE enables students to understand and apply iterative design processes through which they explore, create and evaluate a range of outcomes. Students are to use creativity and imagination to design and make prototypes that solve real and relevant problems, considering their own and others' needs, wants and values.

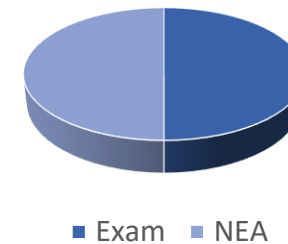## GCSE Assessment weighting

■ Exam ■ NEA

GCSE Technologies have CHANGED!!

- No more Resistant Materials; Product Design or Graphic courses

- More emphasis on written examinations

- Inclusion of mathematical plus scientific principles and calculations

- Controlled Assessment is now called NEA (Non Examination Assessment)

- Less time is given to complete NEA as contexts are released in June when students are in year 10

Core and in-depth knowledge:

1. Identifying requirements
2. Learning from existing products and practice
3. Implications of wider issues
4. Design thinking and communication
5. Material considerations
6. Technical understanding
7. Manufacturing processes and techniques
8. Viability of design solution

Component 1: 50% of GCSE

Written **Exam** : 2 hours (100 marks).

Paper split into two sections:

- one assessing core and in-depth knowledge
- the other responding to a design challenge
- 'Core' knowledge demonstrating learners' understanding of a broad range of principles
- 'In depth' knowledge focused on at least one material category
- At least 15% will be mathematical skills within D&T context

Component 2: 50% of GCSE

NEA : 40 hours (100 marks) Iterative Design Challenge

- Context released 01st June to year 10 students
- Learners follow an iterative design process incorporating knowledge and understanding of D&T principles