



Product Design

Overview

This creative and thought-provoking qualification gives students the practical skills, theoretical knowledge, and confidence to succeed in a number of careers, especially those in the creative industries. They will investigate historical, social, cultural, environmental, and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing products of their choice.

Students will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.

Students will follow the AQA Design and technology: Product Design course (code 7552)

This specification requires students to cover design and technology skills and knowledge as set out below. These have been separated into:

- Principles of Product Design (01)
- Designing & Making Principles of Product Design (02)
- Iterative design project (03/04)

The final grade is determined from the iterative course work weighted to 50% and two exams both making up the other 50%.

Expectations

A Level Design and Technology: Product Design requires students to engage in both practical and theoretical study.

Some of the theoretical knowledge is expected to be gained through private study. Students will be given individual assignments that will contribute to a knowledge base for all students. Students will on occasion be expected to present their findings to the rest of the group.

Extra-Curricular Activities/Independent Learning Opportunities

After school and lunch-time clubs will be available to enable students to learn and explore skills that can be used to enhance and extend their learning.

Entry Requirement: This subject needs to have been studied at GCSE level - a grade 4 pass and above in this subject at GCSE. External candidates studying another Design & Technology discipline that have achieved a grade 4 will be considered.