

Design

Year 13

Curriculum Overview



Intent: *Year 13:* The aim of this course is to prepare 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 prototypes 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.

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
	Assessment 1			Assessment 2		
Core Course Topic: These topics are taught through the identified terms. They are taught in small bitesize chunks and revisited regularly.	During this year completing Product Design, students will continue to build upon their examination knowledge. There will be an increased development of manufacturing skills and knowledge including industrial processes. <u>Technical principles</u> <ul style="list-style-type: none"> physical and mechanical properties (working characteristics) product function aesthetics cost manufacture and disposal. <u>Design and making principles</u> <ul style="list-style-type: none"> Students should be aware of, and able to explain, different approaches to user centred design. That in approaching a design challenge there is not a single process, but that good design always addresses many issues <u>Technical principles</u> will cover a vast range of topics that will link to the examinations taken in year 13. <u>Design and making principles</u> will focus on the coursework component. Students will be expected to react to a given brief and generate a prototype with a portfolio to evidence the design process.					
Additional support links: Here are links to additional resources which will help your child	Seneca https://senecalearning.com/en-GB/ PG online presentations https://www.pgonline.co.uk/resources/design-and-technology/gcse-aqa/ Technology Student http://www.technologystudent.com/ BBC Bitesize https://www.bbc.co.uk/bitesize/examspecs/zby2bdm					
Knowledge: Included here is the specific knowledge your child will learn in detail	AO*1: Identify, investigate, and outline design possibilities to address needs and wants.	AO2: Design and make prototypes that are fit for purpose.	AO3: Analyse and evaluate: <ul style="list-style-type: none"> design decisions and outcomes, including for prototypes made by themselves and others wider issues in design and technology. Theory will be based on https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/technical-principles	AO4: Demonstrate and apply knowledge and understanding of: <ul style="list-style-type: none"> technical principles designing and making principles. Theory will be based on https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/technical-principles		
Skills: Included here is the specific skills your child will learn in detail	Theory will be based on https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/technical-principles	Theory will be based on https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/technical-principles				

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	<p>And https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/designing-and-making-principles</p>	<p>7552/subject-content/technical-principles</p> <p>And https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/designing-and-making-principles</p>	<p>And https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/designing-and-making-principles</p>	<p>And https://www.aqa.org.uk/subjects/design-and-technology/a-level/design-and-technology-product-design-7552/subject-content/designing-and-making-principles</p>
<p>Common Lexicon: These are the key words and terms learnt. These can be found on knowledge organisers.</p>	<p>Identify; investigate; brief; specification; user needs; user wants; impact; client; primary/ secondary evidence.</p>	<p>Generating; Developing; flair; originality; risks; communication techniques; design fixation; develop; refine; CAD; models; materials; components; reflect; imaginative; creative; innovative; functionality; aesthetics; experimentation; working properties; evaluation</p>	<p>Materials; components; prototypes; tolerance; shaping; fabrication; construction; assembly; finishes; aesthetics; quality; quality control; consistent; outcome; commercially viable; client/ user; iterations; testing; analysis; evaluation; feedback; third party</p>	<p>Testing; evaluation; analyse; market; brief; specification; justification; modifications</p>