

A Level Specification: AQA Design & Technology

PRODUCT DESIGN

Contact:

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What will I study?

This creative and thought-provoking qualification gives students the practical skills, theoretical, knowledge and confidence to succeed in several 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 into 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.

How will I be assessed?

Paper 1

2 ½ hour exam assessing core technical principles and core designing and making principles. A maximum mark of 120 is available, and the questions consists of both short and extended questions. This is worth 30% of A level.

Paper 2

A 1 ½ hour exam assessing specialist knowledge, technical and designing and making principles. The paper consists of two sections with a total of 80 marks available. This paper is worth 20% of the A level.

Coursework

The non-exam assessment will be a coursework project assessing the practical application of technical principles, designing and making principles and specialist knowledge.

Candidates will be required to design and manufacture a substantial project over a 45 hour period. This component is marked out of 100 and is 50% of the final A level grade.

What skills will I need?

Product design links together the different design and technology disciplines: you will develop your knowledge and understanding of a range of material, components and their application, and a lot of time will be spent in the workshop.

To be successful, you need to have a clear interest in designing and making products. You will need to be motivated to complete the design and make products, spending considerable time outside of your timetabled lessons to maximize the marks awarded in the coursework module.

Careers and Progression:

Product design, engineering, architectural technology, 3D Design, art and design, game design, 3D animation, interior architecture, teacher of design and technology.