GCSE Design & Technology Year 11

Curriculum Intent: GCSE Design and Technology will prepare students to participate confidently and successfully in an increasingly technological world. Students will gain awareness and learn from wider influences on Design and Technology including historical, social, cultural, environmental and economic factors. Students will get the opportunity to work creatively when designing and making and apply technical and practical expertise.

This GCSE allows students to study core technical and designing and making principles, including a broad range of design processes, materials techniques and equipment. They will also have the opportunity to study specialist technical principles in greater depth. Through a range of pilot projects, students will get the opportunity to build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.

	Term 1		Term 2		Term 3
	50% of GCSE NEA (35-40 hours)				*50% of GCSE grade*
	NEA Coursework (35 hours)				**Examination- Paper 1**
Interleaving	Designing and communication skills, manufacturing and production processes, materials and technologies, specialist technical principles				
Practical Skills	Investigating, primary and secondary data Design strategies and communication of ideas (sketching, modelling and testing)	Prototype development and testing/evaluation Selection of materials and components Working drawings and Tolerances	Prototype/critical reflection Material management and tolerances Surface treatments and application	Idea Realisation, quality control and assurance Surface treatments and application Specialist processes and techniques	Exam practice and technique Revision skills and memory retrieval.
Knowledge	Specialist Technical principles Designing and making principles	Specialist Technical principles Designing and making principles Material stock forms	Specialist Technical principles Designing and making principles	Specialist Technical principles Designing and making principles	Core Technical principles Specialist Technical principles Designing and making principles See Specification Content*
Understanding	Design brief and specification	Specialist processes and techniques Prototype development Manufacturing efficiency	Critical reflection and modifications Specialist tools and equipment	The role of iterative design Evaluation and analysis	Core Technical principles Specialist Technical principles Designing and making principles Exam procedure and technique
Skills	AO1: Investigate/ Identify; Possibilities AO2: Develop; Refine/realise AO3: Analyse	AO1: Investigate; Possibilities AO2: Develop; Refine/realise AO3: Analyse	AO1: Investigate; Possibilities AO2: Develop; Refine/realise AO3: Analyse	AO1: Investigate; Possibilities AO2: Develop; Refine/realise AO3: Analyse	AO1: Investigate; Possibilities AO2: Develop; Refine/realise AO3: Analyse
Assessment	Verbal feedback from teacher. Self and peer assessment. Group evaluation	Verbal feedback teacher. Self and peer assessment. Group evaluation	Verbal feedback from teacher on task tracker sheet. Self and peer assessment	Verbal feedback from teacher on task tracker sheet. Self and peer assessment.	RAG assessment, group and peer evaluation. Self-assessed and marking practice Exemplar questions and past papers