

Design and Technology – Key Stage 4 (Years 10 and 11)

AQA GCSE D&T 50% NEA 50% EXAM

10		Intro												Design			Eco			Wood			Forces		Production			Metals			Plastic		Paper		Textiles																																																																													
10	Exam Theory	Investigate Primary and secondary data												The work of others new2 designers			TEST: Work of others			Design Strategies			Communication of design ideas			Improving functionality			Ecological and social footprint			Sustainability and the environment			The 6 R's			TEST: Term 1: Design strategies and 6R's			TEST: Ecology, sustainability and 6 R's			HALF TERM			Timbers			Source and origin		Working with timbers			TEST: Timbers		Forces and stresses			TEST: Forces and Stresses			Commercial manufacturing			Scales of Production			Production techniques			TEST: Production			CHRISTMAS			January Mock			Metals & Alloys			TEST: Metals			HALF TERM			Polymers		TEST: Polymers			Paper and boards			TEST: Paper and boards			EASTER			Textiles			TEST: Textiles			June Mock		
		NEA (Coursework)	Analysis of the task:						Research						Specification			Design Ideas						Design Solutions						Making																																																																																		
<ul style="list-style-type: none"> Overview Design Brief User 						<ul style="list-style-type: none"> Product Analysis Focus group Work of others Materials / size 						<ul style="list-style-type: none"> Write spec 			<ul style="list-style-type: none"> 4 ideas / 4 pages Fusion 360 						<ul style="list-style-type: none"> CAD (Fusion 360) 						<ul style="list-style-type: none"> Realise intentions 																																																																																					
11	Exam Theory	Energy			NEA												Systems			Energy Generation			Energy storage			TEST: Energy generation and storage			HALF TERM			November Mock			CHRISTMAS			February Mock			Systems approach and designing			Electrical systems			Mechanical devices			HALF TERM			TEST: Electrical and Mechanical			People, Culture and Society			Design decisions																																																					
		Focus on coursework			Identify & Investigate 10			Specification 10			Design and make prototypes that are fit for purpose 20						Evaluate 20																																																																																															
Identify, investigate and outline design possibilities			Identify the specific requirements of the client, brief and product			Generate design ideas						Develop design ideas			Realisation of intentions						Analyse and evaluate work against the brief, spec and users needs																																																																																											