

Further study?
Kendal College

QES
QKS
KKS



Core content and specialist knowledge: Revise and practice exam papers in preparation for your final exam in DT.

FINAL GCSE EXAM

EXAM REVISION

A03: Evaluate & Test: Gain feedback throughout your project, and test your final product - have you met your brief?

A02: Realise Design ideas: Manufacture your product using skills and processes used throughout your DT journey.

A02: Generate & Develop Design Ideas: Develop your sketches and communicate ideas. Developing them using modelling techniques

A01: Specification & Brief: Clarify the needs and wants of the project writing your own brief & specification

NEA Coursework



A01: Research & investigation Follow on from your summer task to further understand the context. Client interviews, product, site analysis and designer research.

Initial Concept Sketches: What ideas do you have already? Can you visualise them?

YEAR 11

Investigate the design possibilities

What is the design context? What research can you carry out to gather ideas?

Materials: Working with hardwoods and specialist timbers. Working properties and recognising materials.

After choosing options in year 8, focus your studies in GCSE DT in years 9 -11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop. Work independently and collaboratively.

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work. Learn how to work safely.

Design: Designing for children. How do we make a product fun, educational and safe?

Materials: What materials will be appropriate for your product? What materials are sustainable?

Testing / Modelling: Use various testing and modelling methods to develop your product

Make: Use a wide range of tools and processes to produce your final product. You decide!

Design: Reference key design movements to use materials you have not developed before such as concrete, acrylic and timber to develop a unique stylised product.

Materials / Make: Use materials you have not developed before such as concrete, acrylic and timber to develop a unique stylised product.



GCSE NEA CONTEXTS

Design: Practicing Isometric Projection and rendering skills. Orthographic projection.

Designer Clock

Make: Develop your design through iterative processes and modelling, testing & evaluating before making a final product.

Design: Using a simple pattern, adapt and include e-textiles to make a stitched circuit.

Make: Graphic Design. Using skills to develop high quality craftsmanship in products.

Metal Sculpture

Make: Use a wide range of skills, materials and processes to develop your unique product.

Design: Focus your idea on the work of famous designers, use architecture or product design as inspiration.



E-Textiles

Make: Graphic Design. Using skills to develop high quality craftsmanship in products.

Dye sublimation CAD/CAM

Evaluate: What skills have you developed? Test your product and consider how you would improve it.

Make: Can you make an accurate product using machines and tools independently?

Jewellery

Testing / Modelling: Will my product work? What can I do to improve it?

Design: Isometric projection, CAD development

Cams / motions & movements: What do cams do? How do they work?

Materials: Timbers - hard woods and softwoods, why do we use them?

Recycled fairground

Evaluate: At each stage of making, how can you improve your product? Would you change any thing?

Make: Develop independence in CAD using 2D design software to make complex design ideas.

Drawing skills

Design: Designing for a user and client. What is an isometric projection? Develop design ideas using CAD.

Materials: Working with acrylics and circuitry to develop a working night light.

Fleece Hat

Evaluate: How has CAD / CAM helped you make a product?

Make: What is CAM? Use the 3D printer to produce your final product!

Design: CAD What is computer aided design? Learn to use the basics of 3D software to design products

Materials: Working with acrylics, cutting and finishing techniques.

Evaluate: Does your product work? How can you fix problems?

Make: Thermo - Forming Shaping manufactured boards Basic circuitry and soldering

Design: Designing with restrictions Orthographic Projection & Rendering

Materials: Polymers Classification. What is a polymer? What is a circuit?

Sketchup CAD/CAM

Design to avoid waste

Evaluation, what went well? What will you improve in the next project?

Generating ideas, quick sketching

Settlebeck School

Noteroll holder

Evaluate: What makes a good pencil case? How can you improve your skills?

Wooden pencil case

Make: Wood joints Use of hand tools and machines

Design: Designing for users Rendering CAD design development

Materials: Wood classification. Where does timber come from?

Mobile phone holder

Introduction to the workshop: Health and Safety

Baseline Assessment: What do you already know about DT?

YEAR 7

KS3