

KS4 CREATIVE DESIGN & PRODUCTION CURRICULUM

What is Creative Design & Production at KS4?

The Level 1/2 Technical Award in Creative Design and Production is designed for learners who want an introduction to design and production that includes a vocational and project-based element. The qualification will appeal to learners who wish to pursue a career in the industry or progress onto further study. To earn this qualification, learners are required to successfully demonstrate the knowledge and skills to meet the requirements of all 6 mandatory content areas. The qualification has 2 assessments externally-set by NCFE: one non-exam assessment and one written examined assessment.

Qualification and Requirements for Achievement

To earn the Level 1/2 Technical Award in Creative Design & Production, students must successfully complete two mandatory assessments covering six content areas.

Content Areas:

- Content Area 1: Design and production in context
- Content Area 2: Design materials and processes
- Content Area 3: Design brief and production processes
- Content Area 4: Presentation of a design solution
- Content Area 5: Review of processes and solution
- Content Area 6: Working in the design production industries

External Assessment:

- Written exam (90 minutes)
- Worth 40% of the final grade
- Taken at the end of Year 11

Internal Assessment:

- Non-exam assessment (NEA project, 18 hours)
- Worth 60% of the final grade
- Begins in October of Year 11

Grades available:

- Level 1: Pass, Merit, Distinction
- Level 2: Pass, Merit, Distinction, Distinction*

YEAR 11:

Students begin Year 11 by preparing for their mock exam at the end of October. This includes revising all six content areas and practicing exam-style questions. They will then receive their NEA (non-exam assessment) project brief, set by the exam board. Learners are allocated 18 hours to complete the five required tasks. After completing the NEA, the remaining time in the year is dedicated to preparing for the final written exam.

YEAR 10:

The first half of Year 10 focuses on design principles and materials. Students begin by studying Dieter Rams' 10 Principles of Good Design and sustainability considerations to understand what makes effective design. They apply this knowledge in a redesign project, analysing and improving existing products while developing drawing and CAD skills. This is followed by an introduction to materials and manufacturing processes, including properties, applications, and sustainability, as well as health and safety practices and production planning. In the second half of the year, students complete a mock NEA project. They are guided through the five NEA tasks, developing an understanding of the process and assessment criteria, before working independently to produce creative solutions to a set design brief.

YEAR 9:

Students begin by exploring key design principles and seven major design movements. They apply this knowledge in the Museum Gift Shop Project, creating products inspired by historical styles. Through this project, learners are introduced to professional design practices, following the full design process—from interpreting briefs and conducting research to designing, making, and presenting solutions. The year concludes with a careers-focused research project, where students investigate employment pathways, career roles, and entrepreneurial opportunities within the design production industry. They then create promotional campaigns for their gift shop designs. Year 9 primarily focuses on Content Areas 1, 3, 4 and 6, providing a solid foundation for future study.

