

DESIGN TECHNOLOGY

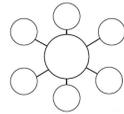


AO1/AO3 : Development
Development for product linking to artist/designer research. Prep for 10 hour exam.



AO2: Initial idea sketches:
What ideas do you have already?

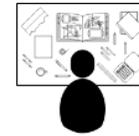
AO1/AO2/AO3
Artist/designer research. Observations using a range of graphical techniques.



COMPONENT 2:
Intro to exam task. Selection of task - starting with task analysis and moodboard

AO4: Mock exam
Students to produce a graphic product using teacher support.

AO1/AO3 : Development
Development of techniques for graphic product linking to artist/designer research. Prep for mock exam.



AO2: Graphic product sketches
Develop your sketches and communicate ideas. Developing them using modelling techniques such as nets/pop up/POS etc.

AO1/AO3 : Development
Development of techniques for graphic product linking to artist/designer research.

AO4 - FINAL GCSE EXAM

GCSE COMPONENT 2 - EXAM

GCSE COMPONENT 1

GCSE COMPONENT 1

YEAR 11