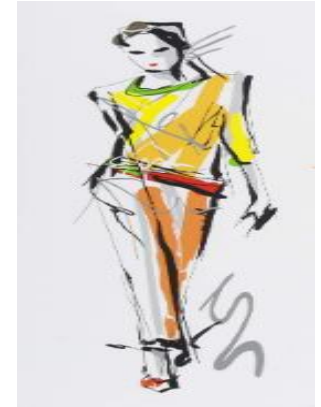


AQA 

GCSE D&T Textiles



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

Our GCSE allows students to study core technical and designing and making principles, including a broad range of design processes, materials techniques and equipment.

The pupils will also have the opportunity to study Textiles in greater depth.

Overview of the Course

GCSE D&T Specification at a glance

Component 1: Title Written Paper	50%	Untiered	<ul style="list-style-type: none">• Single paper of 2 hours duration• 100 marks• Questions vary from MCQs to extended response
Component 2: Title Non-Examined Assessment	50%	Untiered	<ul style="list-style-type: none">• 100 marks• Single design and make task• Select from a range of given contexts

Overview of the Course

Structure of the written paper

- It's a 2-hour paper 50% of total marks
- There are three sections:
 - section a (20 marks) consists of multiple choice and short answer questions examining core technical principles
 - section b (30 marks) consists of longer response questions that assess the specialist technical principles
 - section c (50 marks) consists of questions that assess the designing and making principles.

Structure of NEA

- Based on the three contexts released by AQA each June
- No material or technology limitations
- 50% of total marks
- Assessment is across four assessment criteria
- Portfolios may be paper based or in electronic format
- Must be the student's own work, taking 30-35 hours to complete
- Produce a working prototype and portfolio of evidence (max 20 pages).

Overview of the Course

The subject content has been split into three sections as follows:

Core Technical Principles

All pupils study the core principles gaining knowledge and understanding that allow them to make effective design choices.

Specialist Technical Principles

Pupils study technical principles, again, to help make effective design choices. This work is covered in the specialist area of Textiles

Designing and Making Principles

This work is undertaken in year 11 of the course and is a design and make project. This is the coursework element of the subject worth 50% of the GCSE grade.

Overview of the Course

Core Technical Principles

In order to make effective design choices pupils will need a breadth of core technical knowledge and understanding that consists of:

- new and emerging technologies
- energy generation and storage
- developments in new materials
- systems approach to designing
- mechanical devices
- materials and their working properties

Specialist Technical Principles

In addition to the core technical principles, all pupils should develop an in-depth knowledge and understanding of the following specialist technical principles:

- selection of materials or components
- forces and stresses
- ecological and social footprint
- sources and origins
- using and working with materials
- stock forms, types and sizes
- scales of production
- specialist techniques and processes
- surface treatments and finishes.

Overview of the Course

Designing and Making Principles

Pupils should know and understand that all design and technology activities take place within a wide range of contexts.

They should also understand how the prototypes they develop must satisfy wants or needs and be fit for their intended use. They will need to demonstrate and apply knowledge and understanding of designing and making principles in relation to the following areas:

- investigation, primary and secondary data
- environmental, social and economic challenge
- the work of others
- design strategies
- communication of design ideas
- prototype development
- selection of materials and components
- tolerances
- material management
- specialist tools and equipment
- specialist techniques and processes

NEA EXAMPLES

The NEA is a substantial design and make task.

The assessment criteria is as follows-

- Identifying and investigating design possibilities
- Producing a design brief and specification
- Generating design ideas
- Developing design ideas
- Realising design ideas
- Analysing & evaluating



Design Ideas:

Idea 1

Advantages and positives: - a together to this is that this product has the potential to be used to keep hair looking nice and also that the length of the skirt is too long so its not ideal for a festival.

Disadvantages: - the skirt would be best down as the net material would't hold too much money as its a cheap material and would cover under the price range of £20-30.

Feedback: - the design is inspired by a film. At the moment longer hair's are in trend and will be inspired by a film like a butterfly. I think they would like this design because it's a unique design through the product type already exists the design is new and meets my customers requirements.

Customer: - the intended user for this design is someone in their late teens who is attending a festival. I think they would like this design because it's a unique design through the product type already exists the design is new and meets my customers requirements.

Manufacturing/materials: - I intend to use a net material that's used in traditional hats. For the pink waist band I will use pink fabric and there will be a custom t-shirt on the inside of the net hats.

Customer feedback to pick:

Idea 2

Advantages: - the design is inspired by a very recent skirt. There are a fashion-able and it's kind of the most recent and many influences were these kind of skirts at festivals.

Disadvantages: - the skirt is too long so its not ideal for a festival. I think they would like this design because it's a unique design through the product type already exists the design is new and meets my customers requirements.

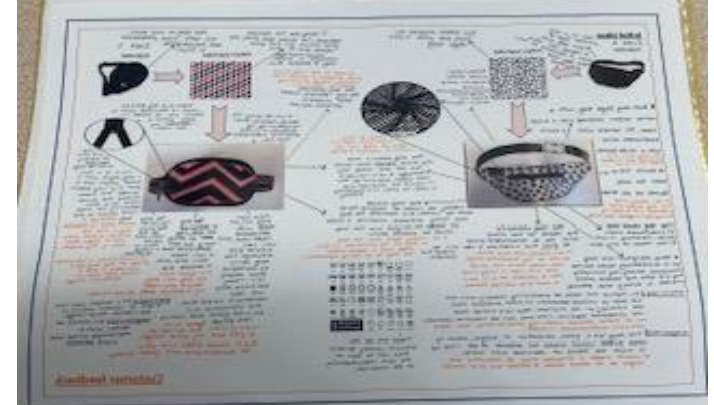
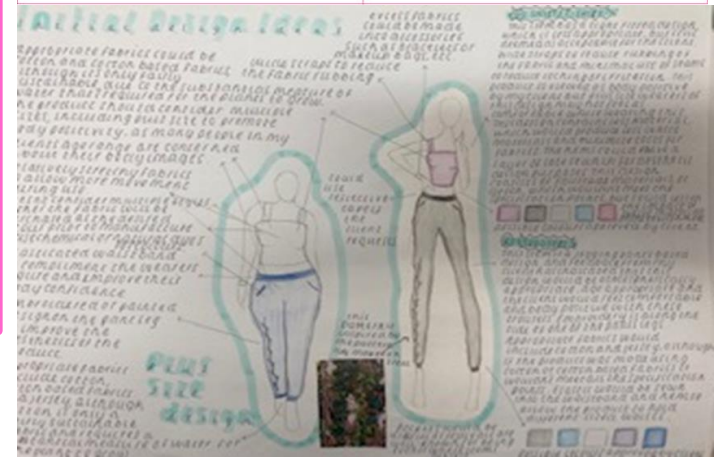
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Customer feedback to pick:



NEA PRACTICAL EXAMPLES



NEA PRACTICAL EXAMPLES



Careers in Textiles

INTERIOR DESIGNER

GRAPHIC DESIGNER

PRODUCT DEVELOPER

Architect

Garment Technologist



Fashion Journalist



FREELANCE ARTIST

FASHION PR

VISUAL MERCHANDISER

Fashion Marketing

SOFTWARE ENGINEER

Engineer

THEATRE SET DESIGNER

Project Manager

Jewellery Maker and Designer

ILLUSTRATOR

Fashion Stylist



PATTERN DESIGNER

freelance designer

FASHION DESIGNER