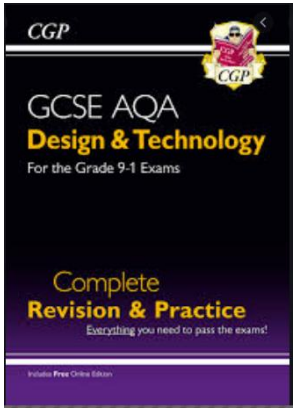


AQA

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	• Single paper of 2 hours duration • 100 marks • Questions vary from MCQs to extended response
Component 2: Title **Non-Examined Assessment**	50%	Untiered	• 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 that allow them to make effective design choices.

Specialist Technical Principles

Pupils study technical principals, 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:

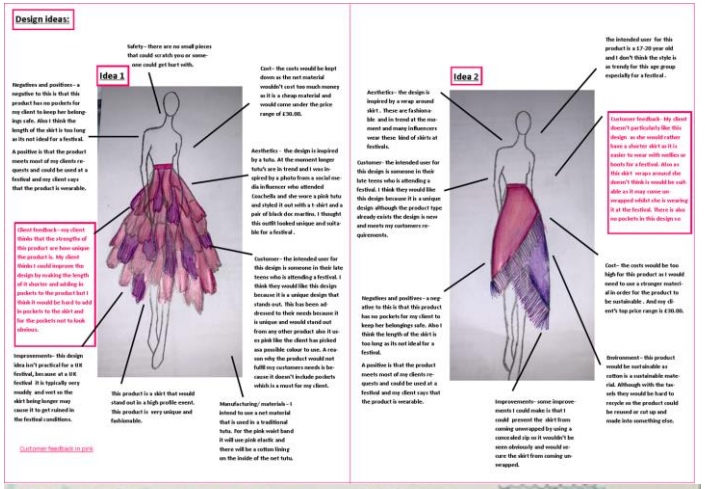
- investigation, primary and secondary data
- environmental, social and economic challenge
- the work of others
- design strategies
- communication of design ideas
- prototype development
- selection of materials and components
- tolerances
- material management
- specialist tools and equipment
- specialist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

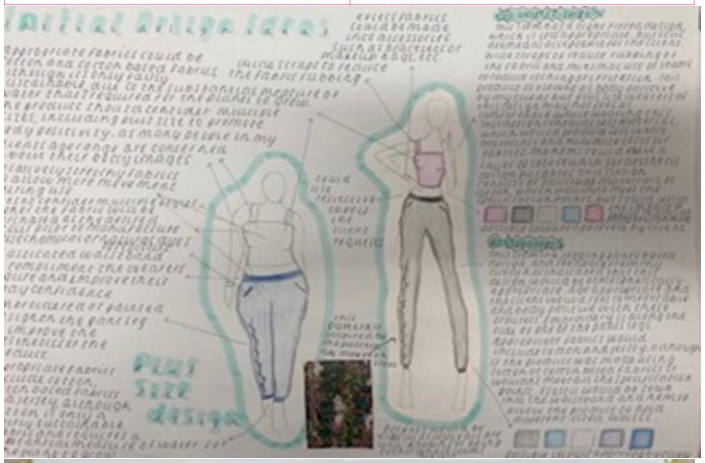
NEA EXAMPLES

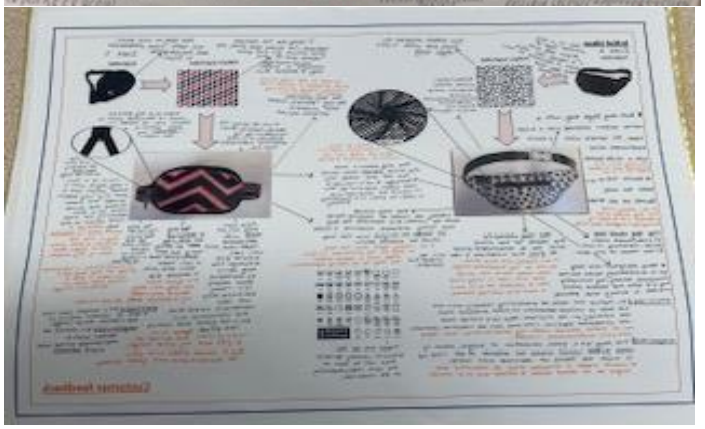
The NEA is a substantial design and make task.

The assessment criteria is as follows-

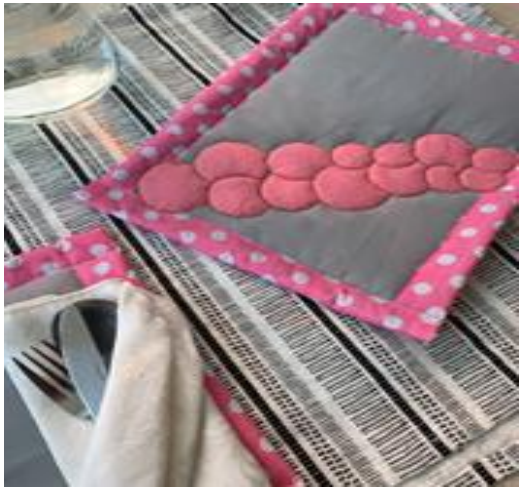
- Identifying and investigating design possibilities
- Producing a design brief and specification
- Generating design ideas
- Developing design ideas
- Realising design ideas
- Analysing & evaluating







NEA PRACTICAL EXAMPLES



NEA PRACTICAL EXAMPLES

Careers in Textiles

FASHION DESIGNER

INTERIOR DESIGNER

GRAPHIC DESIGNER

PRODUCT DEVELOPER

Architect

Garment Technologist

Fashion Journalist

FREELANCE ARTIST

FASHION PR

VISUAL MERCHANDISER

freelance designer

Fashion Marketing

SOFTWARE ENGINEER

Engineer

ILLUSTRATOR

Fashion Stylist

THEATRE SET DESIGNER

Project Manager

Jewellery Maker and Designer

PATTERN DESIGNER