

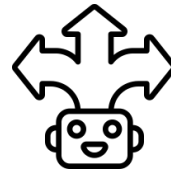
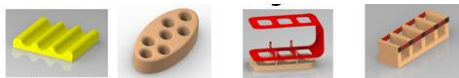


Core content and specialist knowledge:
Revise and practice exam papers in preparation for your final exam in DT.

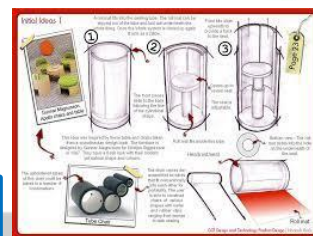
GCSE Examination



AO3: Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?



AO2: Realise Design ideas: Manufacture your product using skills and processes used throughout your DT journey.

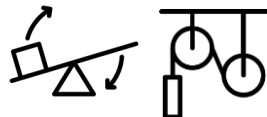


Initial Concept Sketches:
What ideas do you have already? Can you visualize them?

AO1: Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification

AO2: Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques

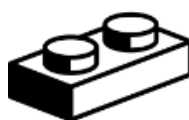
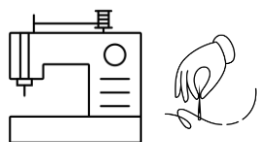
Investigate the design possibilities:
What is the design context? What research can you carry out to gather ideas?.



NEA: GCSE Contexts

Design:
Develop suitable blister packaging for a Lego minifigure
Use CAD/CAM to produce

Knowledge:
Types of motion
Pulleys
Levers/linkages
QC
Designers and movements



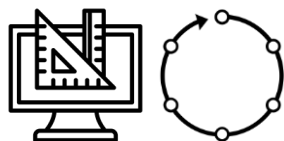
Make:
Creating an accurate scaled timber prototype of a Lego brick. Using corner joints

Make:
Choosing and using appropriate textiles skills to develop your apron

Knowledge:
Polymers
Papers/boards
Timbers
Textiles
Metals

Materials: Lego Project

Design:
Using formal drawing methods such as isometric and working drawings



Design:
Creating, using and developing accurate patterns

Knowledge:
Scales of production
CAD/CAM
Energy Generation
Product Lifecycle
Product Evolution

Materials: Textiles Apron

Your GCSE D&T Journey starts here