

## Design & Technology

### Product Design or Fashion & Textiles

**Contact:** Mr H Stevens

A Level Specification: Eduqas- A602QS

## What will I study?

### Year 1

A range of theory detailing knowledge and understanding of, technical principles, design-ing and making principles.

A trial design and make task, based on one of three pre-set contextual challenges. Identify, investigate and outline designs, make proto-types, analyse and evaluate design decisions and outcomes.

### Year 2

A range of theory including ability to: analyse and evaluate wider issues in D&T.

A sustained design and make task, based on a brief developed by the candidate. Identify, investigate and outline designs, make proto-types, analyse and evaluate design decisions and outcomes.

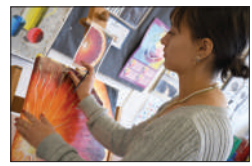
## How will I be assessed?

Two modules are taken in Year 13. The course consists of a three hour written examination (Component 1) based on technical principles and design and making principles, this accounts for 50% of the course.

The remaining 50% is achieved through a Coursework Project. This consists of Eighty hours (Component 2), where a portfolio of work will be submitted for assessment.

## How will I Learn?

A range of skills work will be used to develop your knowledge and understanding of Product Design or Fashion & Textiles and the associated materials and manufacturing techniques. You will develop your practical skills whilst you undertake a design and make assignment in order to successfully complete the coursework. Supporting theory work will take place both in class and at home.



## What skills will I need?

You will develop your knowledge and understanding of a range of materials and components and their application and a lot of time will be spent working in the workshops. To be successful you will need to have a clear interest in designing and making products and you will need to be motivated to complete the design and make projects. A considerable amount of time outside of your timetabled lessons is required to maximise the marks awarded in the coursework modules to lay the foundation of your final grades.

## Careers and Progression

Product Design, Engineering, 3d Design, Art and Design, Game Design, 3D Animation, Architecture, Interior Architecture. Textile Design, Fashion Design, Fashion Photographer / Merchandising, Fashion Marketing, Buyer, Fashion Journalist, Fashion Advertising. Teacher of Design and Technology.

