

## 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, designing and making principles.

A trial design and make task, based on one of three pre-set contextual challenges. Identify, investigate and outline designs, make prototypes, 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 prototypes, 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 and 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.

