



**For a future
without limits**
Ernest Bevin Sixth Form

A Level - Design & Technology

Why study D&T? To reshape the world and make it better.
[Lead practitioners explain what is D&T and why do we need it](#)

What is Design Technology?

Everything we use has been designed by a creative individual or team. We can see it all around us. Design and Technology is about designing and creating useful products that meet the needs of a target market or user. Why should you study Design and Technology A-level?

- * A different way of learning.
- * A real appreciation of the world in which we live.
- * A highly creative subject with lots of problem solving.
- * A wide range of transferable skills.
- * It could lead to a wide range of future Higher Education courses and potential career choices.



How will you be assessed?

The Pearson Edexcel Level 3 Advanced GCE in Design and Technology consists of one externally-examined paper and one non-examined assessment component. Students must complete all assessment in May/June in any single year.

What will you study?

Component 1: Principles of Design and Technology

Written examination; 2 hours 30 minutes

50% of the qualification

120marks

Content overview

- Topic 1: Materials
- Topic 2: Performance characteristics of materials
- Topic 3: Processes and techniques
- Topic 4: Digital technologies
- Topic 5: Factors influencing the development of products
- Topic 6: Effects of technological developments
- Topic 7: Potential hazards and risk assessment
- Topic 8: Features of manufacturing industries
- Topic 9: Designing for maintenance and the cleaner environment
- Topic 10: Current legislation
- Topic 11: Information handling, Modelling and forward planning
- Topic 12: Further processes and techniques.

Component 2: Independent Design and Make Project Non-examined assessment

50% of the qualification

120 marks

Content overview

- Students Individually and/or In consultation with a client/end user Identify a problem and design context.
- Students will develop a range of potential solutions which include the use of computer aided design and evidence of modelling.
- Students will be expected to make decisions about the designing and development of the prototype in conjunction with the opinions of the client/end user .
- Students will realise one potential solution through practical making activities with evidence of project management and plan for production.
- Students will incorporate issues related to sustainability and the impact their prototype may have on the environment
- Students are expected to analyse and evaluate design decisions and outcomes for prototypes/ products made by themselves and others
- Students are expected to analyse and evaluate of wider issues in design technology, including social, moral, ethical and environmental impacts.

Getting ready to start your A Level Design Technology course

Task1: Watch this inspirational TEDx Talk by Christiaan Maats on [How Product Design can change the world](#)

Task2: Take part in this fun and interactive TED talk presented by Graham Shaw called : [Why people believe they can't draw.](#)

Participate: Build-up your drawing confidence by drawing the different characters demonstrated in the video with a pen/pencil and paper.

Extension: Continue to build on your drawing confidence by creating your own characters based on famous people just like the Albert Einstein example. This could then lead onto having a go at drawing a range of objects that you would normally find around the home. Try experimenting by drawing a range of different shapes in 3D. Watching this video will offer extra support: [How draw 3D shapes—Exercise for Beginners](#)

Task3: Explore more interesting areas of design by watching one more of the short Ted Talks.

Creative thinking: [How to get out of the box and generate ideas.](#) Write a summary of the talk in less than 250 words and include your opinion of it.

Task4: Having watched the previous video on creative thinking, take 'an out of the box' approach by looking at an everyday product (for example a watch, a phone or a pencil case) and re-design or re-invent these products. Put your ideas on paper by drawing them with annotations that explain your ideas.

EXTENSION TASK: You may wish to find out more about the course we will be following by buying: [AQA A-level Product Design.](#)

This is an excellent book and is recommended to support your studies.