

D&T (Product Design) A-level

Exam board: EDUQAS

Where do I start?

You must meet the minimum entry requirements of Wootton Park VI. In addition, you then also need at least a **Grade 5 in English, Maths and Biology/Combined Sciences. If you have studied DT before you need at least a 5 in this subject.**

D&T (Product Design) – about the subject:

Design and Technology is an inspiring, rigorous and practical subject. This specification encourages learners to use creativity and imagination when applying iterative design processes to develop and modify designs, and to design and make prototypes that solve real world problems, considering their own and others' needs, wants, aspirations and values.

What type of learner chooses D&T ?

D&T would suit a creative, ambitious, driven learner who is really interested in design, problem solving and how things work.

You need to be self-motivated and independent, seeking out opportunities to study, learn and practise.

What aspects of the subject will I be studying?

Learners will need to be open to taking design risks, showing innovation and enterprise whilst considering their role as responsible designers and citizens

During this course, Learners will:

- develop intellectual curiosity about the design and manufacture of products and systems, and their impact on daily life and the wider world
- work collaboratively to develop and refine their ideas, responding to feedback from users, peers and expert practitioners
- gain an insight into the creative, engineering and/or manufacturing industries



- develop the capacity to think creatively, innovatively and critically through focused research
- develop knowledge and experience of real world contexts for design and technological activity
- be able to work safely and skillfully to produce high-quality prototypes/products

How will I be assessed?

Component 1:

Design and Technology in the 21st Century
Written examination: 3 hours 50% of qualification

Learners take a single examination in product design.

The examination includes a mix of structured and extended writing questions assessing learners' knowledge and understanding of:

- *technical principles*
- *designing and making principles*

Component 2:

Design and make project - Non-exam assessment: c.80 hours 50% of qualification

A sustained design and make project, based on a brief developed by the candidate, assessing the candidate's ability to:

- identify, investigate and outline design possibilities
- design and make prototypes · analyse and evaluate design decisions and outcomes.

What are the career/higher education prospects?

There are opportunities in: Design, Marketing, Architecture, Engineering and the creative industries. Creative Industry in the UK is worth over £100 billion each year Engineering generates around 23% of the UK's total turnover each year.

The course goes very well with a whole range of other subjects – as a good partner to other creative subjects like Art. It also makes a good a level alongside any other combination (STEM - Sciences and Maths) if you would consider studying, working or living abroad in future. It is a strong complementary A-level and will be considered as a fourth subject for exceptional candidates.

What extra-curricular opportunities exist with this subject?

There will be chances to visit workplaces, companies and designers and the department will consider competitions for STEM and design – such as in the Formula 1 industry.

Visits to universities, degree shows and the chance to listen to and interact with external speakers will all form part of the A-level offer.

We will also help our learners extend their own skills by mentoring and coaching younger learners, and putting on shows and exhibitions of learner work within school.