

A-Level Product Design

Entry requirements

Grade 4 in Design & Technology GCSE (or equivalent) plus Grade 4+ in Maths

Lead Teacher

Mr Soor

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Exam Board

AQA

Specification

7552

COURSE DETAILS

Course Overview

Product Design A-Level requires students to engage in both practical and theoretical study. The AQA specification requires students to cover design and technology skills and knowledge in technical principles and designing and making principles.

Students should develop the ability to draw on and apply a range of skills and knowledge from other subject areas to inform their decisions in design and the application or development of technology.

There are clear links between aspects of the specification content and other subject areas such as:

- Computer Science (sections 'The use of computer systems', 'Digital design and manufacture');
- Business Studies (section 'Enterprise and marketing in the development of products');
- Art and Design (section 'Design communication');
- History (section 'Design Theory').

This is not an exhaustive list, and there are other opportunities within the specification for students to integrate and apply their wider learning and understanding from other subject areas studied during Key Stage 4, as well as those subjects that they are studying alongside A-level Design and Technology.

HOW WILL I BE ASSESSED?

Assessment	% of GCE	Assessment Details	Content
Paper 1	30%	2.5 hours 120 marks	Technical principles. Mixture of short answer and extended responses.
Paper 2	20%	1.5 hours 80 marks	Designing and making principles. <u>Section A:</u> Product Analysis (30 marks) Up to 6 short answer questions based on visual stimulus of product(s). <u>Section B:</u> Commercial manufacture(50 marks) Mixture of short and extended response questions
Module 3: Portfolio with photographic evidence	50%	Non-Examined Assessment 100 marks	A substantial design-and-make project. Practical application of technical principles, designing and making principles.

ASSESSMENT OBJECTIVES

AO1: Identify, investigate and outline design possibilities to address needs and wants.

AO2: Design and make prototypes that are fit for purpose.

AO3: Analyse and evaluate:

- Design decisions and outcomes, including for prototypes made by themselves and others
- Wider issues in design and technology.

AO4: Demonstrate and apply knowledge and understanding of:

- Technical principles
- Designing and making principles.

WIDER READING

- AQA A-Level Design and Technology – Product Design Specification 7552
- AQA AS and A-Level Design and Technology: Product Design ISBN-13: 9781510414082
- www.technologystudent.com

FURTHER ASPIRATIONS

What degree courses could this lead to?	What careers could this course lead to?
<ul style="list-style-type: none"> • Product design • Fashion design • Textiles design • Architecture • Set design • 3D design • Interior design • Furniture design • Jewellery design • Graphic design 	<ul style="list-style-type: none"> • Product designer • Fashion and film industry designer • Architect • Theatre and set designer • Interior designer • Furniture designer • Goldsmith • Graphic designer • Draughtsman • CAD designer