DESIGN TECHNOLOGY Uni / Jobs / Apprenticeships Product Design – A Level AO3: Analyse & evaluate (20 marks) Mock 2: Gain feedback throughout your Recap on theory Formal Mock AO2.2: Development of design project, and test your final product -Making: covered over the **@@@** prototype(s) 25 marks Manufacture Test course & exam prep have you met your brief? Complete your product using skills and processes Inc. exam techniques making used throughout your DT journey. 2 x exams YEAR FINAL **NEA Spring A FXAM** Year 13 - NEA **EXAMS** REVISION (& Mock 2) The vast bulk of I AUTODESK taken up completing the AO1.2: Specification & Brief (10 marks) NEA task. This is AO1.1: Identifying and investigating AO2.1: Development of Design design possibilities (20 marks) Clarify the needs and wants of the worth 50% of proposals (25 marks) Following on from your summer task project writing your own brief & Develop your sketches and specification qualification. to further understand the context. communicate ideas. Developing them Extensive research using modelling techniques 2 x mocks will NEA NEA also take place Autumn A Autumn B along with 2 exams in the Summer (& Mock 1) summer work: NFA Research Mock 1: Initial Concept Investigate the design possibilities: Formal Mock Test Design: Sketches: What is the design context? What Make: Testing What ideas do Design a speaker Make a speaker End of Year Test: research can you carry out to gather Will my circuit work? you have based on a company using a basic circuit Formal Mock Test(s) ideas?. What can I do to or designer already? Can Designers Research: improve it? you visualize them? NEA - Start Year 12 -Summer Summer Term Term B Projects become more independent Speaker AUTODESK INVENTOR and focus on Project designing with Make: **Progress Test:** clients in Summer Modular / flat Design: In class progress test mind. Progress Test: Freehand sketching packed lighting Term A Students are In class progress test CAD development encouraged to use a wider Make: Lamp range of tools Techsoft chairs materials and based on Project · designers & processes. Spring movements Term B Towards the Ă→Ň I AUTODESK end of the term students Evaluate: Materials: start the NEA (10) Design: At each stage of making, how Make: Timbers - hard Re-design the can you improve your product? Make a chair in woods and chair on Would you change any thing? teams. softwoods, why do Chair inventor Year 12 -Using a jig we use them? Design: Project Spring Term Designing with Spring Work in more restrictions Term A depth on Orthographic Projection & projects, Rendering honing your practical skills improving you Embossing: resilience & Casting: Progress Test: Designing for users problem Pewter casting In class progress test embossing metals solving whilst In class progress test And logos Dip coating developing independence Metals in the AUTODESK* workshop INVENTOR Module -Autumn Sheet metal & Dip coating: Term B Year 12 -Learn how to Make: process sheet **Autumn Term** Techsoft templates for metal and apply a Course overview: coper rose project Experience a quality finish. All about Structure of course and **Bridging Unit** wide range of metals Introduction to assessment methods Completion materials and Inventor processes that Metals teach you Module valuable skills Make - Copper in the - Autumn workshop, Rose: All about copper building on and annealing knowledge Brief course overview: and learning Every 2 weeks you will have 8 lessons of Product Design. 3 will be theory lessons and 5 will be project based lessons

(as noted above) You will have approx. 60 theory lessons in year 12 covering the bulk of the content. You will do

half-termly progress tests and 3 formal mocks. The NEA is worth 50% of qualification. 2 x Formal exams worth 50%

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