

Subject Overview

Design Technology and Food and Nutrition

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being.

Aims

The national curriculum for design and technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to cook.

All students work in the material areas of Design Technology and Food Technology using the National Curriculum Skills Framework as a basis for assessment.

During your first 3 years at Light Hall you will have studied different aspects of Design & Technology and Food Preparation and Nutrition, using a wide variety of materials.

In Years 10 and 11 you can choose to follow a GCSE course in an area which you are interested in, and which will benefit you in the future.

Design & Technology GCSE EDUQAS EXAMINATION

Design and Technology offers a unique opportunity in the curriculum for learners to identify and solve real problems by designing and making products or systems. Through studying GCSE Design and Technology, learners will be prepared to participate confidently and successfully in an increasingly technological world; and be aware of, and learn from, wider influences on design and technology, including historical, social/cultural, environmental and economic factors.

SUMMARY OF ASSESSMENT

Component 1: Design and Technology in the 21st Century **Written examination: 2 hours** **50% of qualification**

A mix of short answer, structured and extended writing questions assessing candidates' knowledge and understanding of:

- technical principles
- designing and making principles

along with their ability to

- analyse and evaluate design decisions and wider issues in design and technology.

Component 2: Design and make task **Non-exam assessment: approximately 35 hours** **50% of qualification**

A sustained design and make task, based on a contextual challenge set by WJEC, assessing candidates' ability to:

- identify, investigate and outline design possibilities
- design and make prototypes
- analyse and evaluate design decisions and wider issues in design and technology.