

DT: Product Design A Level

Course Overview:

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.

Assessment:

Paper 1 - 30% of A Level

Paper 2 - 20% of A Level

Non-Examination Assessment - 50% of A Level

Why would this course suit me?

This creative and thought-provoking qualification gives you the practical skills, theoretical knowledge and confidence to succeed in a number of careers. Especially those in the creative industries. You will investigate historical, social, cultural, environmental and economic influences on design and technology, while enjoying opportunities to put your learning in to practice by producing prototypes of your choice. You will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by Higher Education and employers.

How does this course link to other subjects?

All A Level specifications in Design and Technology require you to demonstrate your application of knowledge, understanding and skills of Mathematics and Science in both theoretical and practical ways. Design and Technology uses Mathematics and Science to support decisions made in the processes of designing and making.

Examination Board:

AQA

Entry Requirements:

Grade 4 in DT

Potential Career Opportunities:

- Advertising Art Director
- Automotive Engineer
- Graphic Designer
- Materials Engineer
- Product Manager
- Production Designer, Theatre / Television / Film
- Purchasing Manager

