



## AQA A Level Design and Technology – Product Design

*“Design is intelligence made visible” - Alina Wheeler*

### Subject Information

Where would the world be without design? Now more than ever, design and technology is dictating the way in which we live our lives, and is helping us to perform in more creative, innovative, comfortable and easier ways. Everything around us has been designed, from the phone in your hand to the house you live in, to the town that you shop in. Design happens at every level of human thinking, and on virtual, digital, and real-life platforms. Studying Design and Technology- Product Design at A level will propel you into a world of creative risk taking where you will have the opportunity to develop empathy for the user, to define the needs and wants of society, to ideate and prototype in an iterative and user centralised way, and to test, evaluate and improve as you go along. Design and Technology offers the most fundamental skills that employers of the modern world desire – creativity, risk taking, innovation, presentation, organisation and an understanding of the world that we live in.

### Career Pathways

Design and technology links well to any career path that will involve risk taking or creative thinking. The ability to critically analyse your thinking and adjust it as you go along, and when presented with new information, is an invaluable skill for most professions. At the heart of career pathways are those which are directly involved with the design and development of products – engineering, architecture, games design, media, advertising, and product design just to name a few. However, Design and Technology can also be an asset when considering wider reaching careers such as teaching, mechanics and web design. As the UK creative industries generate more than £100bn a year for the UK economy and employ more than 2 million people, and was the fastest growing industry in the UK between 2011 and 2018, studying Design and Technology has the potential to launch you into a lifelong, prosperous and ambitious career.

### Course Content

Exam Papers	Exam Time	Weighting	Total Marks
<b>Paper 1 – Technical Principles</b> <ul style="list-style-type: none"> <li>A mix of short and long answered questions.</li> </ul>	2h 30m	30%	120
<b>Paper 2 – Designing and Making Principles</b> <ul style="list-style-type: none"> <li>A mix of short and long answered questions.</li> <li>Section A – Product Analysis (30 marks) – up to 6 short questions based on existing products.</li> <li>Section B – Commercial manufacture (50 marks)</li> </ul>	1h 30m	20%	80
<b>Non Exam Assessment</b>			
Substantial client based design and make project applying knowledge of technical principles and designing and making principles.	Approximately 40 hours during year 13	50%	100

**Entry Requirements:** Grade 5 or above in a design related GCSE.

**Complementary subjects:** Maths, Physics, Art, IT, Media, Business studies

**Excellence in thinking:** <https://www.designweek.co.uk/> The UK’s leading online design magazine