



## AQA Product Design



### Year 10 – Lamp Project

In Year 10, the Design and Technology course consists of 50% coursework and 50% Theory Exam based on Technical Principles.

Coursework will include creating a portfolio, learning about the design process, research and sketching. The year itself is broken down into three sections to allow students to complete coursework and experience a practical project at a higher level. Consisting of:

**Term 1- NEA practice task 1 – Lamp of interest**

**Term 2- NEA practice task 2 - Stands**

**Term 3- Continuation & starting NEA**



### Assessment:

AQA Specifications sections A-F

Assessment criteria are in the shared files for students to access.

Practical work is also assessed.

### ***Specialist key terms/ names for this unit:***

|                      |                  |
|----------------------|------------------|
| Technical Principles | Success Criteria |
| Design features      | ACCESSFM         |
| Client Research      | Analysis         |
| Design Brief         | Refinement       |
| Technical Drawings   | Investigation    |
| Isometric            |                  |

### **Suggested enrichment activities:**

Students can research the Design Process to understand what methods and steps real designers use in the working world.

There are Maths and Science elements involved in Product Design, these will be taught but additional resources can be found online and would be beneficial.

Thumbnails and sketch work, students can look at product design and understand the need to explore options, then refine and improve designs before choosing a final outcome. They should note what changes they are making and what the reason is behind the changes they are making.



## Educas 3D Design (Art and Design)



### Year 10 – GCSE

Year 10 students will begin creation of their research based portfolio project which counts toward their final GCSE. The course consists of:

- Unit 1 **60%** of GCSE 120 marks (Portfolio based on **TWO** themes – Natural systems and Unexpected)
- Unit 2 **40%** of GCSE 80 marks (Portfolio and a 10 hour practical exam)

Students are tasked with researching either of the two Unit 1 topics. They must identify relevant artists and create their own response to the chosen theme and artist work.

Students will practise hand drawn skills, explore different media (such as painting, digital design and photography) and give a detailed analysis of colour, shape, mood from their research explaining how such features will impact their own designs and ideas.

These observations must be documented in the form of sketchbook and digital portfolio and show a clear narrative of direction with regards to a final product.

### Assessment:

Students will be marked on four areas. These are: **AO1** Critical understanding **AO2** Creative making **AO3** Reflective recording **AO4** Personal Outcome.

Assessment criteria are on the shared area for students to access and exemplars are available via Teams, as well as in class.

Professional presentation is also assessed.

### ***Specialist key terms/ names for this unit:***

|                 |                  |
|-----------------|------------------|
| Sketch Up       | Iterative Design |
| Design Features | Analyse          |
| Power Point     | ACCESSFM         |
| Refinement      | Artist Research  |
| Evaluate        | Ideation         |
| Iteration       |                  |

### **Suggested enrichment activities:**

**We strongly recommend students conduct photographic research and visit stores and the Design Museum. This is essential for development of their ideas and will count towards their grade for research and recording their observations.**

**Additional Information can be found here: [GCSE Specification Template](#)**