



Design and Technology

Year 9 Options

Who is the subject suitable for?



Someone Creative

This subject has been designed to encourage students to design and make products creatively and with originality.



Skills in Diverse Material Areas

Students will have the opportunity to use a range of materials from the different material areas within Design and Technology; These include Graphics, Product Design, Resistant Materials and Textiles.



Practical and Theoretical Skills

Students will learn the theory underpinning these different material areas, along with practical and design skills.



Problem-Solving Focus

This subject is suitable for students with an interest in this broad range of skills, and who want to design and build products that solve real-world problems.



Scientific and Mathematical Content

The subject also has a large amount of scientific and mathematics content.

What will students learn?

— Skills and Experience

Through these projects, the curriculum is designed to cover the necessary skills and experience that will enable our students to have a higher success rate at the end of the course.

— Feedback and Success Criteria

Feedback is used extensively in Year 10 to give students a secure understanding of success criteria and what is expected during the NEA, where they are required to be resilient and independent learners.

— Coursework Focus

In the coursework, students look to create ambitious and imaginative solutions to real world problems and contexts, for users with differing needs and requirements. They are encouraged to study the work of existing practitioners, to aid with the iterative design and modelling process.

— Final Outcome

Students work towards building high quality functional prototypes and evaluating these against their own design proposals.

How will students be assessed?

Written Examination

A 2-hour written examination paper worth 50%

Coursework Component

A coursework component worth 50%

The non-examined assessment is a 35-hour project where students research, design, model, make and evaluate a product. This is recorded in a portfolio of work, and then a final made product.

The students' progress will be monitored through regular checks on the progress of design projects, assessment of short focus

Prior knowledge/skills/interests and Future Pathways

Recommended Prior Knowledge

Students should be creative and have an interest in designing products. They should be keen to further understand the position of design and the creative industry in society. Interests in textiles, fashion, woodwork, product design, architecture or engineering are relevant to this course.

Skills Developed

Studying Design & Technology helps to develop the following skills: designing, product development, evaluation, production/manufacturing, costing, independence and time management and teamwork.

Future Education Pathways

It can lead to sixth form and college courses such as Product Design, Fashion & Textiles, Engineering and Construction. University courses such as Aeronautical Engineering, Architecture, Product Design, Fashion, Textiles, Graphics and more.

Apprenticeship Opportunities

It can also lead to apprenticeships in industries such as film, theatre and TV, fashion retail, production or management.

Employment Opportunities

Current employment opportunities where a qualification in Design and Technology would be advantageous include teaching, civil engineering, fashion marketing, graphic design, mechanical engineering and pattern cutting.