

I should already know and what to expect

- A number of skills throughout KS3 in D&T. You have used range of materials, tools and machinery. All the projects in KS3 have been designed to develop your understanding of skills and knowledge in the subject of D&T, allowing you to increase your confidence and ability in a practical subject. You will be planning and designing ideas in response to briefs and specifications.

I will learn – Papers and Boards Project:

- Introduction in designers; Dyson, Alessi, Harry Beck and Phillippe Starck
- How to create a range of innovative design ideas
- Understand the term iterative design, and why it is important to designers
- Why modelling is so important
- How modelling can develop a design idea

I will learn – Knowledge:

- 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.

Key concepts:

Gaining deep and thorough understanding of the expectations and processes of GCSE Design & Technology. You will be familiar with each of the four assessment objectives and how to meet them through your NEA and theoretical knowledge.

Sustained projects:

GCSE level D&T work requires a substantial amount of self led ideas and pieces, this is a key area of developing personal practice. A designers practice is developed through exercising creative ideas and processes within a brief and specification. Sustained projects continue beyond the initial idea or starting point. Sustained projects progress into an end point/final design.

Understanding assessment objectives – GCSE Design & Technology

- 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 objectives	GCSE assessment objectives are the four areas requiring fulfillment. AO1 – investigation & research – developing ideas AO2 – experimenting with a range of materials AO3 – recording investigations/research within a sketch book or portfolio AO4 – Presenting ideas through a final practical piece
Portfolio	A portfolio is a collection of work that showcases a project or processes.
Design Brief	1 short statement of intent as to what you are going to make.
Subject	What is the theme What does the work showcase?
Analytical understanding	The ability to successfully collect relevant information and creatively analyse. Making decisions and personal responses to pieces of art.
Visual elements	Every piece of art is an assemblance of visual elements. Visual elements include: line, shape, colour, tone and pattern
Critical understanding	.critical understanding refers to a way of thinking, as artist we must think creatively.

Understanding assessment objectives – GCSE art
 What are the assessment objectives?

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CHALLENGE - Investigate the work of 1 of the highlighted designers on page one, creating a fact file.

Assessment objectives	
Portfolio	
Design Brief	
Subject	
Analytical understanding	
Visual elements	
Critical understanding	