

Product Design

Ms N Garcia

AQA 7552



Entry Requirements

Grade 6 in GCSE Design and Technology

Course Aims

For students to explore how design can be captured in all aspects of life. Product Design A-level will develop you as a designer, where creativity and imagination can lead you to solve design problems. Students will explore the theory of design and how it can be used to underpin their design proposals and outcomes. Computer Aided Design and Manufacture are key to building up a repertoire of design skills, however students will further develop their soft skills (e.g. problem solving, creativity, working within a team), which employers are now advertising as desirable attributes.

Course Outline

Year 12 is a mix of both practical and theory based work. The A-level begins with a mini-project all about 'light', where students design a lamp of their choice. Theory is then studied, complementing the project work. Students will then complete a second mini-project linked closely to Architecture and produce a model of their design, followed by further theory units.

Towards the end of Year 12, students will begin their final NEA project (worth 50% of the course), which will take them through to the Spring Term of Year 13. The outcome of the NEA will be a detailed portfolio as well as 3D product as a result of iterative design.

Resources

- Hodder AQA Design and Technology - Product Design - Textbook
- Hodder AQA Design and Technology - Product Design - Revision Guide
- Hodder Maths Questions for A-level Design and Technology - Workbook