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**A-Level Product Design A level Guide**

**How Product Design will be taught:**

A level Product Design is taught through a mixture of mainly practical work and via face-to-face teaching of the examination element; this is by either presentation or lecture. Unlike GCSE, at A Level you have a free choice to design and make any project you wish, so it must be something you want to design and make either for yourself or for someone else. There will be a lot of hands-on practical work to ensure you develop the correct workshop skills to work independently to design, model, test and build your project. All students are given their own A Level Design & Technology; Product Design text book, full of all the most up to date requirements of the coursework and exam preparation; these are used as the basis of tasks and reading in class and for homework.

**Working expectations:**

You are expected to put at least as many hours into A level Product Design outside of lessons as you would in lessons. A level product design is 50% practical coursework and 50% exam; in your free periods, aside from homework, you should be going back over the lesson through independently designing and developing your practical skills in the workshops and using the extensive CAD/CAM facilities available in the academy as well as using the wider reading booklet to go over the subject of each lesson in much more detail, making your own detailed notes.

**What 100% effort in this subject looks like:**

* As much time out of lesson devoted to product design.
* Keeping up to date with coursework deadlines and realising that developing your practical skills can only be achieved by extra input from you outside of normal timetabled lessons.
* Completing exam style questions on a regular basis to give context to your coursework, doing them as practice and handing them in on time!
* Reading in the wider context about current developments in product design and researching iconic design brands like Apple, Samsung, and design styles; contemporary, modern, pop art, etc.

**Folder Policy:**

*Your A3 coursework folder should have:*

-Drawings, sketches, design developments of ideas you are working on, along with the readings booklet you are using.

- All notes in chronological topic order.

- All marked coursework and mock exams should always be kept in the back of your folder for reference and to show progress.

*PC based coursework*

* All your coursework will be completed electronically and sent to the examiner via USB.
* You are required to have a mix of hand drawn design ideas and Computer Aided Design CAD drawings to show your wide range of skills scanned into your coursework folder.

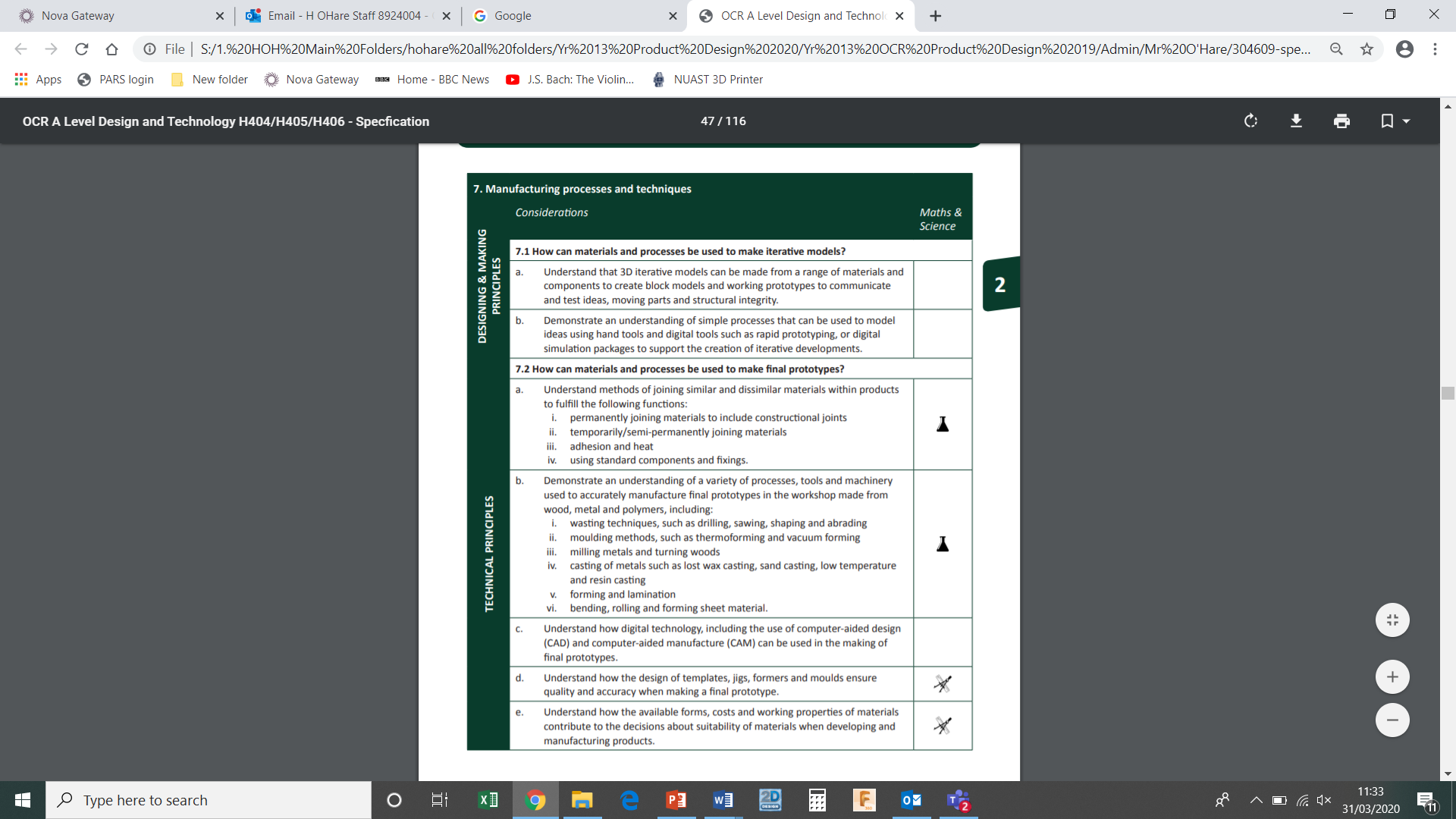
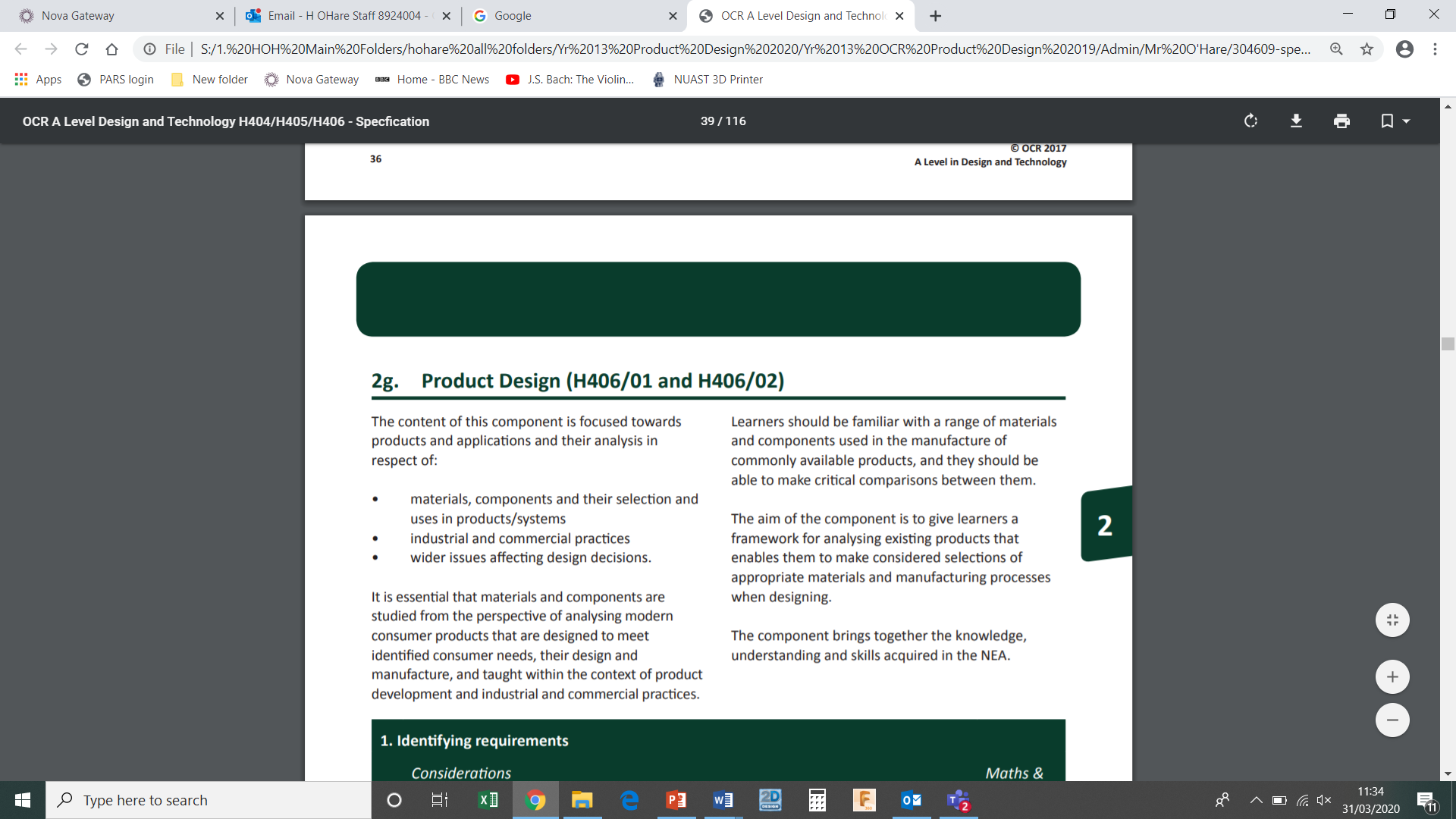
**What Marking looks like:**

* You will have regular monthly feedback from your tutor regards improvements, suggestions and advice.
* Coursework will be marked with comments.
* Exam questions will be marked with the relevant mark scheme, comments and discussed individually and as a class to clarify any issues.

**What Homework looks like:**

* Coursework Strands 1-5 will be printed off by you and graded by your tutor.
* Examination questions .
* Practical tasks.
* Modelling with different materials, woods, metals, plastics, 3D printing, CAD/CAM.

**Specification at a glance:**



**Summer preparation**

The purpose of giving you a summer bridging task is:

1. To provide a bridge from GCSE to A Level study, and lead into the early stages of the course.
2. To engage you in independent learning which is required at A Level.
3. To encourage you to develop your work ethic and commitment to study.
4. To measure your suitability for the course and assess your initial levels of achievement.

**Task 1**: As mentioned earlier **you** are required to generate a design proposal for your main coursework. To get you started you will need to think of three different contexts to generate possible ideas. Contexts like the ones below are not a definitive list if you have another area of interest that is fine;

* Sport
* Entertainment
* Leisure
* Community
* Health

**Task 2:** What you need to do: Prepare 3 x mindmaps, one for each of your 3 chosen contexts, and on each mindmap you could look at areas such as, existing products, materials, who the user might be, age range, cost, size, why you need this product.

**Please bring your work with you to your first lesson.**

**Potentially useful websites:**

Download high-quality, exciting and innovative A Level Design and Technology resources from; [**ocr.org.uk/aleveldesignandtechnology**](file:///\\torchacademy.co.uk\8924004\StaffHome\4004HuOH\1.%20HOH%20Main%20Folders\hohare%20all%20folders\Teams\NUAST%20Flying%20start%20pack-%20A%20Level%20Product%20Design.docx)

Resources and support for our A Level Design and Technology qualifications, developed through collaboration between our Design and Technology Subject Specialists, teachers and other subject experts, are available from our website. You can also contact our Design and Technology Subject Specialists who can give you specialist advice, guidance and support.