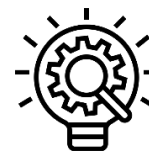


Design & Technology Curriculum Map: Year 11



Coursework

Over the next 4 months, you will make a 20-page sketchbook, make models and build in the workshop.

You will get marks for:

- AO1: Finding out about things you like.
- AO2: The ideas you try out.
- AO3: How you experiment with those ideas.
- AO4: How you make your final idea.

6 Solve problems

Use your ideas to find answers to problems.

Remember

interests useful information new ideas solutions

MOCK EXAM



A practical exam over 5 lessons

AUTUMN TERM

Exam coursework: COMPONENT 1

Use Information to Help Your Ideas

Art & Design GCSE

1 Find

Find information about things you like.

2 Choose

Pick the information that is useful.

3 Organise

Put your information in order.

4 Share

Show your information clearly.

Use this information

Photos

Notes

Sketches

Research

Choose a focus that you are interested in.

In your coursework choose the things that you feel you are good at.



Final outcome



Your work should link to your interests, research and ideas.

You choose from a group of topics that are set

SPRING TERM

Exam coursework: COMPONENT

SUMMER TERM

- Decide which ideas is the best
- Plan how you will make it.

- Draw designs
- Make models



COMPONENT 2: 2 DAY PRACTICAL EXAM

You will spend 2 days in the workshop making your project idea by yourself

You will be marked on how well you work on the 4 assessment areas

1 Find

Find information about things you like.

2 Choose

Pick the information that is useful.

3 Organise

Put your information in order.

4 Share

Show your information clearly.

Use this information

Photos

Notes

Sketches

Research

- Collect information
- Add it to your sketchbook



- AO1: Finding out about things you like.
- AO2: The ideas you try out.
- AO3: How you experiment with those ideas.
- AO4: How you make your final idea.

