



Subject	Year	Term
Product Design	11	1
Topic		
NEA – None Examined Assessment		
Content (Intent)		
Prior Learning (Topic) NEA and Theory work		
Students will have a clear understanding of the elements required to successfully carry out their NEA including; research and investigation, composing a design brief and specification, generating ideas, developing and modelling ideas, the iterative process and how to test and evaluate products. By the end of this term students will have fully developed their product.		
Future Learning (Topic) NEA (50% of final mark)		
What Knowledge and Skills will be taught (Implementation)	How will your understanding be assessed & recorded (Impact)	
Pupils will be working on their own context and projects will be pupil led. They will be given an example project, assessment criteria and mini deadlines. Pupils will then drive their own projects forward aiming to meet each of the deadlines. By the end of this term pupils will have completed the following sections: Initial Ideas x 2 pages (sketch, annotation, research) Development 1 (sketch, model, CAD) Development 2 (sketch, model, CAD) Evaluation of own development Further development (modelling) Further research Materials testing	The project will be formally assessed in term 3 of Year 11 with only generalised feedback being given after each deadline. No marks will be issued until the final mark is given. This is under JCQ guidelines. The pupils will have a copy of the assessment criteria and can self and peer assess throughout.	
How can parents help at home?		
Pupils will be expected to complete one hour of homework for each lesson of work. They will need to conduct a lot of primary research and may need to visit shops or locations in order to gather information. Pupils will also have to identify a client that they can use to help focus their project.		
Helpful further reading/discussion (including Reading and Vocabulary Lists)		
Reading CGP GCSE AQA Design and Technology (CGP Books) ISBN: 978-1-78294-755-4	Vocabulary Lists Conceptual stages Continuous improvement Social, moral and ecological Functionality Iterative design Prototype Commercial process	