

# Yr 11 D.T Research & Coursework checklist

## COURSEWORK PIECES COLOUR CODED WITH DEADLINES

- Identifying and investigating design possibilities AO1
- Analysis of the situation (mind map)
- Product analysis (looking at existing products, designers)
- Materials Research (incl Properties)
- Fixings Research  30/10/23
- Finishes Research
- Manufacturing techniques research AO1  23/11/23
- Performance values/Sustainability
- Brief/Situation
- Generating Ideas AO2
- Sketches /Drawings  30/11/23
- Specification
- Developing ideas AO2
- All drawings with measurements and borders. BS STANDARDS
- 3D card/paper modelling
- Cutting list
- Production Plan  22/12/23
- Realising design ideas AO2
- MAKING/PROTOTYPE 
- BS STANDARDS/TESTING 05/02/24
- Photos of making
- ANALYSE & EVALUATION (AGAINST THE SPECIFICATION/BRIEF) AO 3  12/02/24

## Essential Drawings!!!

- SKETCHES/IDEAS
- ORTHOGRAPHIC /3<sup>RD</sup> Angle View
- ISOMETRIC /3D
- CAD DRAWINGS

## Extra Drawings to communicate better understanding

- Exploded 3D
- Design development sheet
- Rendered with colour
- Section Drawing

(these will help to gain higher marks and a better overall grade)

# NEA BREAKDOWN

- What's assessed
- Practical application of:
- Core technical principles
- Specialist technical principles
- Designing and making principles
- How it's assessed
- Non-exam assessment (NEA): 30–35 hours approx
- 100 marks
- **50% of GCSE**

Total marks awarded

Assessment objective	Maximum mark
AO1 Section A: Identifying and investigating design possibilities	10 marks
AO1 Section B: Producing a Design brief and specification	10 marks
AO2 Section C: Generating design ideas	20 marks
AO2 Section D: Developing design ideas	20 marks
AO2 Section E: Realising design ideas	10 marks
AO3 Analyse and evaluate	15 marks
<b>Total</b>	<b>85 marks</b>

## Task(s)

Substantial design and make task

Assessment criteria:

- 1) Identifying and investigating design possibilities – 10 MARKS
- 2) Producing a design brief and specification – 10 MARKS
- 3) Generating design ideas – 20 MARKS
- 4) Developing design ideas – 20 MARKS
- 5) Realising design ideas – 10 MARKS
- 6) Analysing & evaluating – 15 MARKS

In the spirit of the iterative design process, the above should be awarded holistically where they take place and not in a linear manner

Contextual challenges to be released annually by AQA on 1 June in the year prior to the submission of the NEA

Students will produce a prototype and a portfolio of evidence  
Work will be marked by teachers and moderated by AQA

[https://coreeducationtrust-my.sharepoint.com/:w:/g/personal/joakes\\_corearena\\_academy/EXjN\\_AruoQZMm3dkbQsZk\\_MB8CHdiAkbBn2O9d41pj82IA?e=BHCeyL](https://coreeducationtrust-my.sharepoint.com/:w:/g/personal/joakes_corearena_academy/EXjN_AruoQZMm3dkbQsZk_MB8CHdiAkbBn2O9d41pj82IA?e=BHCeyL)