GCSE Design and Technology:

Product Design and Graphic Design

GCSE Design and Technology - Product Design: In Year 10 students will undertake two design and make projects (Pewter Casting and Desktop Hero). With a focus on resistant materials such as wood, metal and plastics, these projects will allow students to develop a full range of practical and design skills that will set them up for their future learning. At the end of Year 10 and throughout Year 11 students will complete an NEA coursework project. Through this, they will get an opportunity to use all the skills acquired from Years 7-10 to independently design and make a product of their choosing. This will rely on excellent investigation, design, making and evaluation skills, that have been the cornerstone of their studies in DT at Gordano School. Students will also prepare for an exam at the end of Year 11. Through the projects and theory lessons we cover in KS4, students will learn about materials and manufacture in the modern world, smart materials and electronic systems, mechanical components and the environmental impact of design.

GCSE Design and Technology - Graphic Design: Students who opt for the Graphic Design route will follow the same learning journey as described above. However, the focus here will be on working with compliant materials such as paper, card and other modelling materials. In Year 10 they will undertake two design and make projects – Funko Pops and Architectural modelling.