

# GCSE Design & Technology

## Why study Design & Technology?

It prepares you to participate successfully in an increasingly technological world. You learn to design and make products that solve genuine, relevant problems within Textiles whilst considering their own and others' needs, wants and values. You gain creative, technical, practical, analytical and problem-solving skills in Textiles – these are not only essential but also rewarding life skills.

Are you:

- Creative, enthusiastic and imaginative, with a willingness to solve problems?
- Willing to experiment and take risks when trying out ideas?
- Interested in communicating your ideas and opinions whilst addressing technical issues?
- Interested in textiles work including fashion?

## What will I study?

You will undertake the iterative design process of exploring, creating and evaluating in a Textiles specialism. You will learn about historical, social, cultural, environmental and economic influences on D&T. You will have the opportunity to work creatively and to show innovation when designing and making, applying technical and practical Textiles expertise.

## How will Design & Technology benefit me?

This is a vibrant and dynamic course that will develop your creativity, flair and conceptual thinking.

Throughout the course you will be developing analytical, evaluative and presentation skills through an iterative design process.

The Textiles skills will allow you to develop your independent freedom and ownership of the exploratory and creative journey.

### Further qualifications:

A Level DT: Fashion & Textiles.

### Careers and occupations

Architecture, visualisation, illustration, product design, fashion, textiles, jeweller, visual media, graphics, game design, textiles and fashion, costume designer, pattern cutter, trend forecaster, business studies, marketing and journalism.



### ASSESSMENT

#### Component 1 Examination (50%)

Covering three sections:  
Core technical principles  
Specialist technical principles  
Designing and making principles

#### Component 2 Externally set assignment (50%)

A contextual challenge set by the exam board including a substantial design and make task.

Producing a portfolio and a final prototype.