

KS5 A Level Design Technology (AQA) Subject Learning Journey

Year
12

Foundation skills - building technical confidence and understanding the core principles of design through minor projects

Project: Box Cutter. Students undertake a "trial NEA" to familiarise themselves with the iterative process



Introduction to 3D CAD (using canvases, multiple forms, and offset faces), brand research, product analysis, and initial idea sketching

The Chair Project. A focus on human-centred design and physical prototyping

Introduction to Technical Principles, including the classification of materials (metals, woods, polymers) and their physical/mechanical properties

Critical analysis through product comparisons and practice with timed exam questions

NEA Context - Students begin identifying their context and conducting client/product research for their final project

Oracy



Designing and Making Principles, specifically anthropometric data, ergonomics, and design styles/movements like Modernism or Art Deco

Advanced CAD modelling, refining research techniques, and developing functional models

Careers

Year
13

Modern industrial practice, including scales of production (JIT, QRM), quality assurance (TQM, Six Sigma), and protecting intellectual property (Patents, Copyright)

Identifying and investigating design possibilities (Section A), producing a design brief and specification (Section B), and developing design proposals (Section C)

Revision for Paper 1 (Technical Principles) and Paper 2 (Designing and Making Principles), focusing on crossover topics and exam-answering techniques



University
Ready!

