



Topic	Learning Objectives	Key Vocabulary	Learning Sequence	Linked Learning	Home Learning
<p>Non-Exam Assessment (NEA) worth 50% of final GCSE grade:</p> <p>Research</p> <p>Design brief and specification</p>	<p>To investigate the chosen context and justify findings and their importance in the project.</p> <p>To write a detailed design brief and fully justified specification.</p>	<p>Design brief</p> <p>Design specification</p> <p>Market research</p> <p>ACCESS FM</p>	<p>Students will identify, investigate and outline design possibilities to address the needs and wants of their target user and the requirements of their chosen context.</p> <p>Students will develop detailed questionnaires, analyse the results in detail, speak to companies, investigate existing products and evaluate each step of their research process.</p> <p>Students will write their own detailed brief and specification.</p>	<p>English—comprehension of research, editing important information, analysing facts, drawing own conclusions, extended writing.</p> <p>Maths—measurements and sizing, anthropometrics</p> <p>Science—materials properties and material capabilities research</p>	<p>Exam questions</p> <p>Intervention/revision session attendance.</p>
<p>NEA</p> <p>Initial designs</p> <p>Testing and feedback</p>	<p>To develop a wide range of unique, innovative and fit for purpose designs that fulfil target user’s needs and wants.</p> <p>To utilise extensive testing results and feedback to develop a better product.</p>	<p>Innovation</p> <p>Creativity</p> <p>Visualising</p>	<p>Students will design a wide range of initial products that are fit for purpose and fulfil their brief and specification.</p> <p>Students will frequently speak with their target users to gain feedback and continually develop their ideas using a solid iterative approach.</p>	<p>Art—creativity, style, form</p> <p>History—past design eras and their context in history</p>	<p>Exam questions</p> <p>Intervention/revision session attendance.</p>



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<p>NEA Iterations  Functional prototyping</p>	<p>To uphold a fully iterative approach to designing and prototyping.  To use a variety of prototyping methods, mechanisms, materials and technical knowledge to make a fully functional first draft of your finished product.</p>	<p>Iterative Development Function Aesthetics Testing</p>	<p>Students will build precise and functional prototypes of their most successful design to fulfil a need or gap in the real-world market.  Students will test their prototype in use and will develop and evolve.  Evaluation and analysis of their own work must be continuous.</p>	<p>Maths—translating 2D sketches to 3D proportional prototypes.  Art—understanding form and style</p>	<p>Exam questions Intervention/revision session attendance.</p>