Design and Technology: Product Design			
Awarding Body	AQA	Specification Code	7552
Purpose of the course	This creative and thought-provoking qualification gives students the practical skills, theoretical knowledge and confidence to succeed in a number of careers. Especially those in the creative industries.  They will investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing prototypes of their choice.  Students will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.		
Entry requirements Type of qualification	All students will have studied GCSE design and technology or engineering and achieved a 5 or above in either subject.  A Level		
Course contents	Technical Principles, including:  Materials and their applications  Methods for investigating and testing materials  Performance characteristics of materials  Enhancement of materials  Forming, redistribution and addition processes  Designing and making principles, including:  Design methods and processes  Design theory  How technology and cultural changes can impact on the work of designers  Product life cycle		
Assessment method	Students have two external examinations: Written exam 1: Technical principles 30% of A Level Written exam 2: Designing and making principles 20% of A Level And one non-exam assessment (NEA), which is a substantial design and make project, worth 50% of the A Level. This is a written or digital design portfolio and photographic evidence of final prototype.		
Further studies  More	This course could either lead to higher education or into the world of work. It is highly thought of by universities and employers.  This course can lead into the following areas:  Exhibition designer  Furniture designer  Industrial/product designer  Interior and spatial designer  Mr Bourne		
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