

Design and Technology — Autumn 2

A02	C	Generating design ideas	20
Design and make prototypes that are fit for purpose	D	Developing design ideas	20



Mark band	Description
16–20	<p>Imaginative, creative and innovative ideas have been generated, fully avoiding design fixation and with full consideration of functionality, aesthetics and innovation.</p> <p>Ideas have been generated, that take full account of on-going investigation that is both fully relevant and focused.</p> <p>Extensive experimentation and excellent communication is evident, using a wide range of techniques.</p> <p>Imaginative use of different design strategies for different purposes and as part of a fully integrated approach to designing.</p>
11–15	<p>Imaginative and creative ideas have been generated which mainly avoid design fixation and have adequate consideration of functionality, aesthetics and innovation.</p> <p>Ideas have been generated, taking into account on-going investigation that is relevant and focused.</p> <p>Good experimentation and communication is evident, using a wide range of techniques.</p> <p>Effective use of different design strategies for different purposes as an approach to designing.</p>
6–10	<p>Imaginative ideas have been generated with a degree of design fixation and having some consideration of functionality, aesthetics and innovation.</p> <p>Ideas have been generated that take some account of investigations carried out but may lack relevance and/or focus.</p> <p>Experimentation is sufficient to generate a range of ideas. Communication is evident, using a range of techniques.</p> <p>Different design strategies explored but only at a superficial level with the approach tending to be fairly narrow.</p>
1–5	<p>Basic ideas have been generated with clear design fixation and limited consideration of functionality, aesthetics and innovation.</p> <p>Ideas generated taking little or no account of investigations carried out.</p> <p>Basic experimentation and communication is evident, using a limited number of techniques.</p> <p>Basic use of a single design strategy.</p>
0	Nothing worthy of credit.

Pupils will complete the Designing section of their NEA during Autumn 2 of Year 11.

The next sections are:

Section C:
Generating design ideas (20 marks)

Section D:
Developing design ideas (20 marks)

You will get feedback and time to improve your work where necessary.

Strict deadlines will be in place.

You must meet all criteria to get your grade.

Below is a link to the AQA Specification that is used to mark the NEA.

Mark band	Description
16–20	<p>Very detailed development work is evident, using a wide range of 2D/3D techniques (including CAD where appropriate) in order to develop a prototype.</p> <p>Excellent modelling, using a wide variety of methods to test their design ideas, fully meeting all requirements.</p> <p>Fully appropriate materials/components selected with extensive research into their working properties and availability.</p> <p>Fully detailed manufacturing specification is produced with comprehensive justification to inform manufacture.</p>
11–15	<p>Good development work is evident, using a range of 2D/3D techniques (including CAD where appropriate) in order to develop a prototype.</p> <p>Good modelling which uses a variety of methods to test their design ideas, largely meeting requirements.</p> <p>Materials/components selected are mostly appropriate with good research into their working properties and availability.</p> <p>Largely detailed manufacturing specification is produced with good justification to inform manufacture.</p>
6–10	<p>Development work is sufficient, using some 2D/3D techniques (including CAD where appropriate) in order to develop a prototype.</p> <p>Modelling is sufficient, using a variety of methods to test their design ideas, meeting some requirements.</p> <p>Materials/components selected with some research into their working properties and availability. Some of these may not be fully appropriate for purpose.</p> <p>Adequate manufacturing specification contains sufficient detail with some justification to inform manufacture.</p>
1–5	<p>Basic development work is evident, using a limited range of 2D/3D techniques (including CAD where appropriate) in order to develop a prototype.</p> <p>Modelling is basic, using a limited number of methods to test their design ideas meeting requirements only superficially.</p> <p>Materials/components selected with minimal research into their working properties or availability and may not be fully fit for purpose.</p> <p>Basic manufacturing specification that lacks detail and has minimal justification to inform manufacture.</p>
0	Nothing worthy of credit.