Design Technology Year 11

We will be learning about…
During this unit you will be undertaking your NEA, coursework, as well as learning fundamental skills of design and its process. This independent unit will form your chosen area of exploration, set out your brief and specification, and you will create informed design ideas for your chosen project. Throughout the following weeks you will gain skills in research, interpretation and communication of people, products and technical knowledge.

Key Vocabulary						
Respondents	Characteristics	Persona	ACCESSFM	Audience	Specification	Decline

Week	Key Learning	Homework
1	• Exploring gaps in the market • Understanding and responding to a context • What makes a good and excellent piece of controlled assessment.	Photographing and collecting materials relevant to individual selection of project
2	• How to standardise a review • Aesthetics, cost, target audience • Dimensions and metrics including standards e.g. MM. • Ergonomics and anthropometrics	Conducting interview and surveys for individual project
3	• Person characteristics and specification • User persona • Understanding a user interests and needs • External factors and product use / environment	Seneca learning - Material
4	• ACCESSFM • CAFEQUE (cost, aesthetics, function, environment, quality, user, ergonomics) • Essential and desirable characteristics • metrics for testing success - link to evaluation	Inspiration and mood boards
5	• Responding to a design brief and specification combined • Sketching and drawn communication • Communication through annotation • 3d communication skills	Past and present designers, influences
6	• All design features, • Dimensions and materials • Rendering • Linking to design requirements and justification	Photograph target placement of product
7	• Gathering user/target audience feedback • The use of questionnaires or interviews. • Working within millimetres and selecting work planes • Selection and use of rendering patterns • Viewpoints and exporting images for use in design portfolios.	Seneca Unit informing design decisions

Enrichment opportunities:
Students do have the option to attend catch up sessions if needed during lunchtimes or after school if they feel they need more time and support on their practical product.

How can you help?
Parents can support their child in DT by talking to them about the project they are undergoing and encourage them to do their best. It is also helpful if students are provided with a quiet place to do their homework tasks. Excellent links can be found on the internet such as www.technologystudent.com www.senecalearning.com www.bbc.co.uk/bitesize/subjects then selecting Design Technology.