



GCSE DESIGN & TECHNOLOGY: Graphic Design

AWARDING BODY: EDEXCEL

QUALIFICATION: LEVEL 2

AVAILABLE: ALL STUDENTS

COURSE OUTLINE

The GCSE in Design and Technology enables students to understand and apply iterative design processes through which they explore, create and evaluate a range of outcomes. The qualification enables students to use creativity and imagination to design and make prototypes that solve real and relevant problems, considering their own and others' needs, wants and values. This qualification seeks to prepare students to participate confidently and successfully in an increasingly technological world.

The aims and objectives of this qualification are to enable students to:

- demonstrate their understanding that all design and technological activity takes place in contexts that influence the outcomes of design practice
- develop realistic design proposals as a result of the exploration of design opportunities and users' needs, wants and values
- use imagination, experimentation and combine ideas when designing
- develop the skills to critique and refine their own ideas while designing and making
- communicate their design ideas and decisions using different media and techniques, as appropriate for different audiences at key points in their designing
- develop decision-making skills, including the planning and organisation of time and resources when managing their own project work
- develop a broad knowledge of materials, components and technologies and practical skills to develop high-quality, imaginative and functional prototypes.

This option focuses on making products designed for print. Students should enjoy designing and making packaging, marketing and distribution materials or even book jackets, theatre sets or interior design. There is a heavier weighting of 2D graphic design and implementation and students will learn to use CAD CAM, with a heavier emphasis on Photoshop and 2D Design software. This course is most suitable to students who;

- enjoy practical work and being in the practical work environment.
- enjoy problem solving and being challenged to come up with innovative ideas.
- can be organised and committed to develop a substantial amount of project work over the two-year course.
- have a good grasp of ICT and have good drawing skills.



ASSESSMENT METHOD

This qualification comprises of;
Coursework unit = 50% and a Theory paper = 50% (taken at the end of the course)

SKILLS ACQUIRED

Students will develop skills in;

- Making, using a wide range of tools and machinery.
- Drawing, including technical drawing.
- Applying maths to sizing, dividing and multiplying of material.
- Use of ICT systems including CAD CAM.

Specification: <http://qualifications.pearson.com/content/dam/pdf/GCSE/design-and-technology/2017/specification-and-sample-assessments/Specification-GCSE-L1-L2-in-Design-and-Technology.pdf>

Assessment: <http://qualifications.pearson.com/content/dam/pdf/GCSE/design-and-technology/2017/specification-and-sample-assessments/SAMs-GCSE-L1-L2-in-Design-and-Technology.pdf>