



Years 12 & 13 Curriculum

A Level: Product Design



Year 12	Term 1 (Autumn)		Term 2 (Spring)		Term 3 (Summer)	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Subject Knowledge: Technical Principles (Paper 1)	Subject Knowledge: Design & making principles (Paper 1)	Subject Knowledge: Technical Principles / Designing & Making Principles	Subject Knowledge: Technical Principles (Paper 1)	Subject Knowledge: Design & Make Principles (Paper 2)	
	Practical & Design projects	Practical & Design projects	Practical & Design projects	NEA coursework project	NEA coursework project	
Key Concepts	<ul style="list-style-type: none"> Materials and their applications PC – polymers-based sheet and film; Biodegradable polymers; Biodegradable polymers; woods; metals; metals, alloys Performance characteristics composite, smart and modern materials Project: materials, processes, fixings, treatments, properties 	<ul style="list-style-type: none"> Testing materials Performance characteristics (PC) – paper & boards Anthropometrics and ergonomics Project – Designing presentation techniques, modelling, prototyping, CAD 	<ul style="list-style-type: none"> Responsible design (DMP) Design for manufacture (DMP) Enhancement of materials (TP) Maths Developments in tech Project – Designing presentation techniques, modelling, prototyping, CAD 	<ul style="list-style-type: none"> Modern and commercial practice Digital design and manufacture Product design and development. Health & Safety Design for manufacturing, maintenance, repair & disposal Enterprise and marketing in the development of products Anthropometrics Find a problem to solve Design brief and aims Context section What is the problem Who is affected by the problem/ client When does the problem occur/ scenario How does it affect people? Situation/ scenario Client info Researching around the problem 24hr in the life of Existing products Product disassembly Independent project driven research Sources of inspiration 	<ul style="list-style-type: none"> Design communication. Technology and cultural changes Design processes – prototype development User needs/wants Social, moral, cultural, economic, and environmental considerations Constraints Experimentation - materials Possible solutions Independent research On-going research Initial designs 	<ul style="list-style-type: none"> Design processes – iterative design in commercial contexts Design theory Selecting appropriate tools, equipment, and processes Responsible design Design for manufacture and project management Brief Design specification Gantt chart of time management Client feedback Annotations – working properties and justifications Developments Modelling Developments Final design Testing, research

NEA = Non-Examined Assessment



Years 12 & 13 Curriculum *(continued)*

A Level: Product Design



Year 13	Term 1 (Autumn)		Term 2 (Spring)		Term 3 (Summer)	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Subject Knowledge – Technical Principles (Paper 1) NEA coursework project	Subject Knowledge: Design & Making Principles (Paper 2) NEA coursework project	Subject Knowledge: Technical Principles (Paper 1) NEA coursework project	Subject Knowledge Revision	Revision	
Key Concepts	<ul style="list-style-type: none"> National and international standards in product design (A-Level specific) Performance characteristics of materials Forming, redistribution and addition processes Final design CAD Orthographic view Exploded view Parts/cutting list Manufacturing specification Manufacturing specification Make 	<ul style="list-style-type: none"> Forming, redistribution and addition processes (A Level specific) The use of finishes (A Level specific) Modern and industrial commercial practice (A Level specific) Digital design and manufacture Modelling Prototyping 	<ul style="list-style-type: none"> The requirements for product design and development Protecting designs and intellectual property Design for manufacturing, maintenance, repair, and disposal Feasibility studies Enterprise and marketing in the development of products Prototyping Make Evaluation against spec Evaluation Modifications 	<ul style="list-style-type: none"> Modern manufacturing systems Detailed product study Detailed product comparison Detailed product analysis Maths 	<ul style="list-style-type: none"> Paper 1 Paper 2 	

NEA = Non-Examined Assessment



Years 12 & 13 Assessment

A Level: Product Design



Students will sit a mock examination and an assessment in Year 12 and two mock examinations in Year 13.

	Year 12		Year 13		Revision Resources
	Assessment	Mock Exam	Mock Exam	Mock Exam	
	Autumn Term	Summer Term	Autumn Term	Spring Term	
Style of Assessment	<ul style="list-style-type: none"> Technical Principles: Exam paper consisting of short answers, analysis, maths and extended response questions Designing & Making Principles: Exam paper consisting of short answers, analysis, maths and extended response questions 		<ul style="list-style-type: none"> Technical Principles: Exam paper consisting of short answers, analysis, maths and extended response questions Designing & Making Principles: Exam paper consisting of analysis, maths and extended response questions 		Kennet Resources <ul style="list-style-type: none"> Core Questions Knowledge Organisers Learning Habits External Resources <ul style="list-style-type: none"> https://studywise.co.uk/a-level-revision/ www.tutor2u.net/economics
Topics Assessed	<ul style="list-style-type: none"> Technical Principles: Material properties, materials, maths, fabrication processes, evaluation skills, vacuum forming, metal bending, packaging, printing processes, CAD, rapid prototyping, anthropometrics & ergonomics, composites, lay-up methods, social/moral/ethical issues and smart materials. Designing & Making Principles: Packaging, regulations, surface finishes, sustainability, orthographic drawings, compliant materials, CAD, maths, H&S, ergonomics, composites, testing, welding, lay-up, CNC, fittings, scales of production, materials, materials properties 		<ul style="list-style-type: none"> Technical Principles: Material properties, materials, maths, fabrication processes, evaluation skills, vacuum forming, metal bending, packaging, printing processes, CAD, rapid prototyping, anthropometrics & ergonomics, composites, lay-up methods, social/moral/ethical issues and smart materials. Designing & Making Principles: Material properties, materials, maths, comparison skills, polymer processes, QA and QC, form follows function, technological developments, designers, drill bits, social/moral/ethical issues, legislation, 6Rs, eco labelling and packaging. 		You can also find additional revision material on Frog 