



SHERBORNE

THE CURRICULUM AND EXAM SPECIFICATIONS

THE SHERBORNE SCHOOL CURRICULUM

All pupils have the opportunity to study Design & Technology in the **third form** (Yr 9). Studying both theory and practical once a week helps us to assess their aptitude and ability and allows the pupils to develop the confidence needed to explore their creative capabilities.

After Christmas the pupils can opt to continue their weekly study of two subjects from D&T, Art, Music and Drama and in this way those proposing to continue the subject further can move on to higher problem solving and communication skills. This may include development of their abilities in ICT and the use of computer controlled machinery.

Opting to study Design & Technology in the **fourth and fifth form** (Yr 10 & 11) exposes pupils to the GCSE curriculum. The pupils learn how to draw more effectively and how to use the computers to enhance the presentation of their work. Design challenges are presented to accompany new skills. This helps them to build the confidence to tackle their own personal major project.

The Major Design Project

In this significant piece of assessed work pupils will research design and develop a product that either solves a problem or simply creates a new product in a new way. The pupils go onto model and build a prototype which is tested with their target market group. This project is generally the making of our students as they begin to take responsibility for the progression of their own work. The completed products are exhibited and a film of a previous year's show can be seen on the department's home page. Photos of the students' [GCSE work](#) can be seen in the D&T galleries on the same page. The year concludes with the exam season. Some pupils may be suitable to apply for an [external scholarship](#) to support their advanced level studies of the subject.

Sixth form studies of GCE Design & Technology can either be taken to AS level (Yr 12) or onto Advanced level (Yr 13).

At advanced level the subject aims to broaden the student's knowledge of materials, manufacturing processes, Computer integrated manufacture and product analysis so that they might start to understand the opportunities available to a designer. The specification aims to:

- develop and sustain their innovation, creativity and capability, to recognise constraints and to produce high quality products. The major project at AS level can contribute up to 50% of their AS. The design and construction of this significant piece of work focuses on innovation, product development, precision and attention to detail. Photos of the excellent range of work produced are available in the [GCE AS Product Design](#) gallery.
- develop a critical understanding of the influences of the processes of design and technological activity from studies of the history of twentieth century design. Students explore the historical and technological context behind:
 - The Arts and Crafts Movement
 - Art Nouveau
 - Art Deco
 - The Bauhaus
 - Technological advances arising from WWI & WWII
 - American Youth Culture
 - Sixties Britain
 - The Electronic Revolution and contemporary design issues

- apply essential knowledge, understanding and skills of design production processes to a range of technological activities and develop an understanding of industrial practices
- use information and communications technology (ICT) to enhance their design and technological capability
- recognise the social, moral, spiritual and cultural values inherent in design and technological activity, and develop critical evaluation skills in technical, aesthetic, ethical, economic, environmental, social and cultural contexts
- develop as discerning consumers able to make informed choices
- develop positive attitudes of co-operation and citizenship and work collaboratively.

At the start of the Upper Sixth form (yr 13) students start the process of completing their **UCAS** application forms in preparation for application to higher education institutions. Students studying the subject can go on to read a variety of degrees:

Architecture, Mechanical, Biomedical, Aeronautical & Marine Engineering (if also studying maths and physics), Interior, Product, Landscape, Graphical design and also courses linked to 3D computer image generation.

Many students also opt to continue their studies of and creative development through this GCE to as part of a complementary subject for entry into other fields.

Exam specifications

Full copies of the examination specifications for the subject can be found on the department home page.