

# GCSE Design and Technology

2017 Specification - NEA Guidance



### **Non Examined Assessment**

- NEA Non Examined Assessment 50% of the qualification.
- Approximately 35 hrs of candidate work.
- Design & Make task from a contextual challenge set by WJEC.
- Worth 100 raw marks.
- Internally assessed and externally moderated.

Asse	essment Criteria	Marks	Assessment objective
(a)	Identifying and investigating design possibilities.	10	AO 1
(b)	Developing a design brief and specification	10	
(c)	Generating and developing design ideas	30	AO 2
(d)	Manufacturing a prototype	30	
(e)	Analysing and evaluating design decisions and prototypes.	20	AO 3
	Total	100	

- The design context needs to be analysed critically.
- There will be a number of possible design tasks identified.
- Detailed and relevant research will to be evident.
- Consider the needs and wants of users.
- Analysis of existing products.
- Research into past / present professionals.



Asse	essment Criteria	Marks	Assessment objective
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(b)	Developing a design brief and specification	10	
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(e)	Analysing and evaluating design decisions and prototypes.	20	AO 3
	Total	100	

- Opportunities are carefully considered before final brief.
- Understand the task and the needs and wants of users.
- A clearly defined design brief is evident.
- A detailed Specification is generated to drive designing.
- Measurable criteria included.
- The Specification is used throughout the designing process.



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(e)	Analysing and evaluating design decisions and prototypes.	20	AO 3
	Total	100	

- 30% of the NEA.
- An iterative approach is required.
- A range of design strategies.
- Clear and effective testing.
- Analysis against Specification identifies further refinements.
- Testing and selection of:
  - Materials
  - Components
  - **Dimensions**
  - Manufacturing / production
  - **Finishing**
- High level design skills.



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	Total	100	

- Another 30% of the NEA.
- Stages of production timeline.
- Completed prototype to schedule.
- Successful high level making skills.
- Excellent appreciation of materials and components.
- High levels of accuracy in outcome.
- Prototype functions perfectly.
- Meeting the user needs and wants.



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	Total	100	

- 20 Marks available.
- On-going evaluation and analysis of ideas as they develop.
- Appraising concepts through the iterative process.
- A critical analysis and evaluation of the FINAL prototype.
- User trials / testing and opinions of potential users.
- Reflection on feedback and further development issues identified.
- Detailed suggestions for modifications.



### Summary of NEA changes against current CAT

- 35hr Design & Make v 30hr Controlled Task.
- 5 Assessment Criteria v 20 Assessment Criteria.
- 100 Raw Mark Total v 180 Raw Mark Total.
- 50% of Qualification v 60% of Qualification.
- No prescribed format v CAT workbook.
- Iterative Design Process v Linear Design Process.
- Development bias v Very structured developments.
- Contextual Challenge v Defined Briefs.
- Very testing focussed v structured approach.

#### 100 Raw Mark Total v 180 Raw Mark Total

- AO1 setting the scene 20 marks.
- AO2 designing, testing, analysing, evaluating and reflecting in an iterative approach 80 marks.

### 35hr Design & Make v 30hr Controlled Task

- 3 Contextual Challenges available June 1st.
- Candidates choose to tackle 1 challenge.
- No CAT Workbook no pre-printed sheets.
- Eased up controlled conditions.
- Full understanding of the context leads to various design problems identified.
- Supplementary design work will be submitted.
- Far more focus on development / testing.
- · More analysis and decision making required.

#### **5** Assessment Criteria v 20 Assessment Criteria

- Marks are in banded descriptors.
- Total mark reduced to 100.
- · Smaller margin of tolerance.
- · Descriptors are very clear.
- · Less small mark allocations.
- No easy marks given to candidates.
- Less structure given to candidates.
- More freedom but less guidance.



### 50% of Qualification v 60% of Qualification

- Exam becomes more important.
- Candidates cannot 'ride' on the practical unit.
- NEA is completed in terminal year of award.
- Equal emphasis must be placed on teaching the Specification, skills, knowledge and understanding.
- · NEA is not less important.
- Onus is very candidate based.
- More time available to complete NEA.

### No prescribed format v CAT workbook

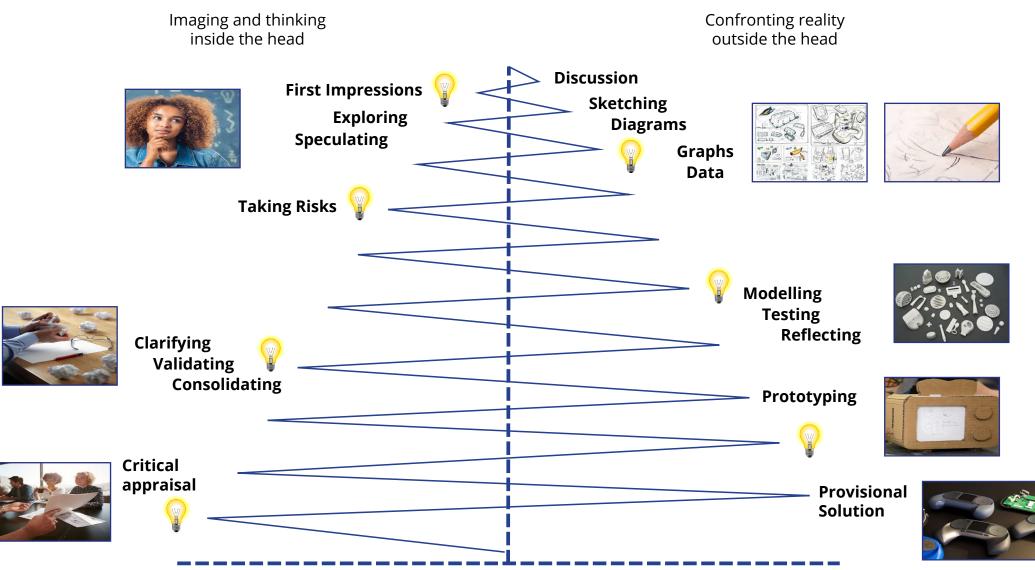
- There will be NO SET FORMAT for the NEA.
- Candidates / centres will need to adopt a successful approach.
- Informal 'sketchbook' and Formal 'portfolio'.
- More guidance on this, with exemplars.
- WJEC Electronic Resource.
- We cannot provide too much structure this is against the Regulatory Protocol.
- Candidates will need to be trained in a particular style to complete the NEA.

### **Iterative Design Process v Linear Design Process**

- No sequential CAT pages open book approach.
- Informal sketchbook to cater for an iterative approach to design and development.
- Multiple starting points for project work.
- Think test reflect.
- Trialling and evaluating / risk reward.
- Design process: iteration. <a href="https://goo.gl/bZDs8q">https://goo.gl/bZDs8q</a>
- Design process: prototyping. <a href="https://goo.gl/nljtrF">https://goo.gl/nljtrF</a>



# Interaction of Mind and Hand

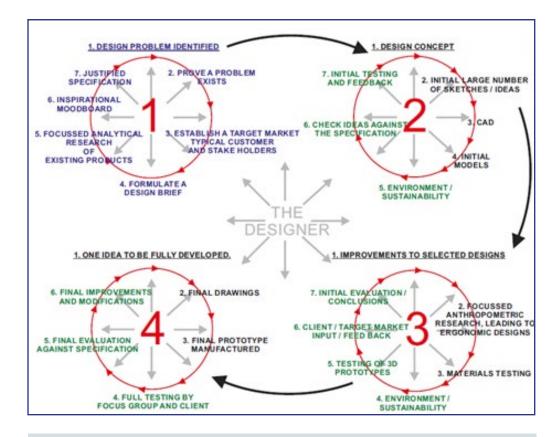


Potential of more developed thinking

Potential of more developed solutions



### The Designer



### **Iterative Designing**

- Explore
- Create
- Evaluate

- 1. Design problem identified
  - 2. Prove a problem exists
  - 3. Establish a target market typical customer and stake holders
  - 4. Formulate a design brief
  - 5. Focussed analytical research of existing products
  - 6. Inspirational moodboard
  - 7. Justified specification.
- 3 1. Improvements to selected designs
  - 2. Focussed anthropometric research, leading to ergonomic designs
  - 3. Materials testing
  - 4. Environment / sustainability
  - 5. Testing of 3D prototypes
  - 6. Client / target market input / feedback
  - 7. Initial evaluation / conclusion

- 1. Design concept
  - 2. Initial large numbers of sketches / ideas
  - 3. CAD
  - 4. Initial models
  - 5. Environment / sustainability
  - 6. Check ideas against the specification
  - 7. Initial testing and feedback
- 4 1. One idea to be fully developed
  - 2. Final drawings
  - 3. Final prototype manufactured
  - 4. Full testing by focus group and client
  - 5. Final evaluation against specification
  - 6. Final improvements and modifications



### **Development bias v Very structured developments**

- Candidates need to test ideas!
- Analyse the results.
- Refine the concept.
- Test the next Iteration!
- Evidence of the development process is critical.
- No more one A3 page by page approach.
- Too contrived! One size does not fit all!

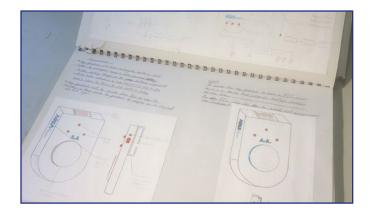
### **Contextual Challenge v Defined Briefs**

- 3 broad 'contexts' will be provided.
- Much less detail more like titles.
- Broad topics, no structure or guidance.
- · Candidates must do 'more' relevant 'digging'.
- They must identify multiple design possibilities.
- To do this they must understand the context.
- User needs and wants are critical.
- Selection of the chosen design task to tackle.

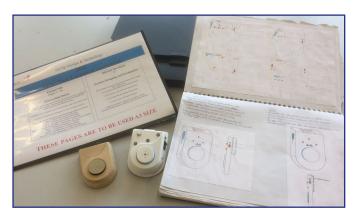
### **Testing focussed v structured approach**

- Candidates can start the process by modelling.
- Testing ideas to evaluate their success.
- How many pages do I need?
- As many as it takes!
- A much more practical 'hands on' approach.
- · This will suit candidates.
- Introduction of rapid prototyping.
- Candidates will understand 'issues' more clearly.
- Lean design cut away the less important aspects.









### What will the NEA task look like?

- A3 Formal Presentation Folio.
- A3 Informal Sketchpad Folio.
- A fully functioning Final Prototype.
- Supporting models, prototypes, tests and iterations.

### Where do I start?

- Analyse the 3 contexts.
- Focus on user requirements.
- Evaluate existing products.
- Research new materials / processes / techniques.
- Focus on the problem.
- Look at designers / other practitioners.



- Identifying and investigating design possibilities.
- Generating and Developing design Ideas.

### **Practical outcomes**

- Final Prototype (Fully functioning high quality product).
- Any supporting practical pieces including models, jigs, formers, patterns, tests, trials, iterations.

### **FORMAL Presentation Folio**

- Final Brief and Specification.
- Final Prototype Pictorial details.
- Final Prototype Technical details.
- Final Prototype Production details.
- Sequence of Production.
- Evaluation of Final Prototype.
- Modifications and further developments.
- Photographs of Final Prototype.



### The following are exemplar briefs from the Specimen Assessment Materials

### **Brief 1: SUSTAINABILITY AND OUR FUTURE NEEDS**

 Look at an everyday product and consider how it could be redesigned using recycled or waste materials.

#### **Brief 2: IMPROVING THE DAILY LIFE OF ELDERLY PEOPLE**

• Look at the specific needs of elderly people and design a unique product that would support their everyday lives.

### **Brief 3: OUTDOOR PURSUITS AND PHYSICAL FITNESS**

• Look at outdoor activities and physical fitness and consider the needs and wants of people who do such activities.



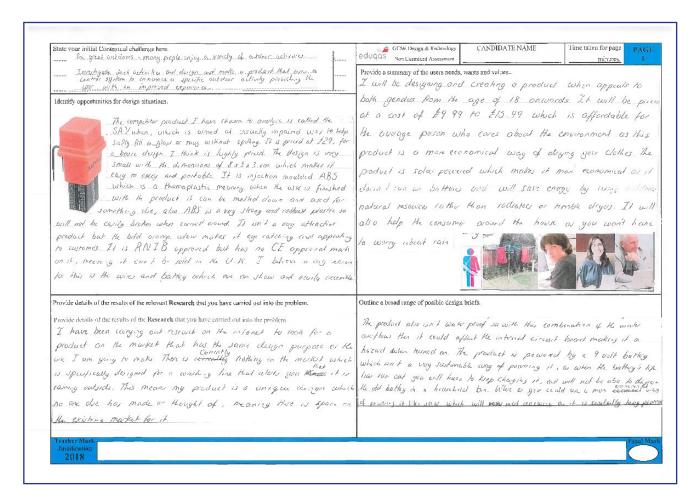
# AO1 Identify, investigate and outline design possibilities to address needs and wants

## Definitions used in AO1

Identify	looking at areas and opportunities in which designs can take place
Investigate	pursuing ideas and gathering information relating to a context
	identify and investigate are interdependent - the processes work together and take place in no particular order
Outline	to produce a design brief and specification to inform AO2



As	sessment Criteria	Marks	Assessment objective
(a)	Identifying and investigating design possibilities	10	AO 1



- The design context must be analysed critically.
- There will be a number of possible design tasks identified.
- Detailed and relevant research will be evident.
- Consider the needs and wants of users.
- Analysis of existing products.
- Research into past / present professionals.



As	ssessment Criteria	Marks	Assessment objective
(a)	Identifying and investigating design possibilities	10	AO 1

The competitor product I have choosen to analyse is aimed at visually impaind was to help saffy fill a glass or mag without spilling. With Hold & applied white notices arie alsafe problem is it is prived of \$41.03 which isn't affordable to wagon as it is highly prived. The product is well with the dimensions of the Tarches interests which I will be creating a product which appeals to both gender from the age \$ 18 onwards. I will be priced at a cost of make it case to dary and portable. It is a very around (89.99 - \$15.99) which is affordable for the average basic design but the bold orange colour makes it person who cares about the environment, as this product is solar powered which makes it a more economical way appealing to customers. The buttry and wines are also of drying clothes by saving energy from sources such as on show and easy to access so it is a hazard around radiators and tumble dryers. It will apply to homes with small children which ight appealing. It is powered by a 9v battery interest not the most economic or washing thes as this product is aimed at people who sustainable way as you will have to keep changing dry their clothes outside evoyday. It will also help He battry compared to solar power Which is experience the consumer around the house as you will not have to warry about rain affecting your clother because He and constantly powered. alarm will trigge to alert them. The competitor product I have choosen to analyse is comed at visually impaired uses to help saffy fill a eq. glass or may without spilling It priced at 189183 I have been conflying out research on the internet white is affordable for everyone with a shighly period ord for a basic product it is highly priced but to took for a product on the market that have the same purpose as the one I am going to make. Then is It is injected moulded ABS which is thornoplythic appealment which currently nothing which is speciffically designed for a meaning it can be recycled into another product when finished. It is it a very attractive product working line that about you that it is raining outside, is 3x3 x 3 cm His means that my product is a unique design which but it's bold crange colour makes it appealing meaning it is to customes Theretetay and airs It is RNIB no are has thought of or made, many there is space for approved but has down't contain a CE it on the exiting market. Sign muning it cannot be vold in the U.K. I believe the navor for this is the wine and bathey ar carily accusible, and the it the week dow ove flow the product isn't wakeproop He run out you can't dispose the battery in a hauchted bin, goit could become a hazard when knowed on a it could etetistate affect the intend when a if it was to be powered by solar then the products on a it could extend the representation of it is pound to board. The market It is pound by a 9v bathy which is not a very sustainable by a 9v bathy which is not because when the booting bathry would be consent and wouldn't need to be charged

- Understanding of the problem.
- Focusing on users.
- Research strategies.
- Analysis of information.
- Focussed relevant research.



(a) Identifying and investigating design possibilities [AO1]	Band
The candidate has:	
9 - 10 marks	
<ul> <li>undertaken a comprehensive and effective identification of opportunities for the development of designs within the prescribed context.</li> </ul>	4
• undertaken <b>comprehensive</b> , <b>relevant</b> research and investigation, clearly linked to the context and, where appropriate, the work of past/present professionals and companies.	
<ul> <li>undertaken an effective analysis of information, reflecting the needs, wants and values of clients or potential users.</li> </ul>	
• identified a <b>range</b> of problems/opportunities to clearly inform the development of possible design briefs.	
6 - 8 marks	
<ul> <li>undertaken a generally effective identification of opportunities for the development of designs within the prescribed context.</li> </ul>	3
• undertaken relevant research and investigation, linked to the context and, where appropriate, the work of past/present professionals and companies.	
<ul> <li>undertaken a mostly effective analysis of information, reflecting the needs, wants and values of potential users.</li> </ul>	
<ul> <li>identified a range of problems/opportunities to inform the development of possible design briefs.</li> </ul>	



(a) Identifying and investigating design possibilities [AO1]	Band
The candidate has:	
3 - 5 marks	
• identified some opportunities for the development of designs within the prescribed context.	2
<ul> <li>undertaken research and investigation, generally linked to the context and, where appropriate, the work of past/present professionals and companies.</li> </ul>	
• undertaken a partially effective analysis of information, though the needs, wants and values of potential users may not have not been fully considered.	
• identified some problems/opportunities which partially inform the development of possible design briefs.	
1 - 2 marks	
<ul> <li>identified one opportunity for the possible development of designs within the prescribed context.</li> </ul>	1
• undertaken <b>little</b> research and investigation, which is only <b>partially</b> linked to the context.	
• undertaken a <b>superficial</b> analysis of information, with <b>little or no</b> consideration of the needs, wants and values of potential users.	
<ul> <li>identified <b>few</b> problems/opportunities which are of <b>little</b> use in the development of possible design briefs.</li> </ul>	
0 marks	
• produced no work that is worthy of a mark.	



Asse	essment Criteria	Marks	Assessment objective
(b)	Developing a design brief and specification	10	AO1

#### FINAL DESIGN BRIEF

I will be designing a rain sensor for use on a marking line. The derice will be powered by basseries, or possibly UR solar everyy. It must be portable, and easy to fit outs a runge of washing lines. When a sensor detects rain, it will trigger on idam, 3 L.E.D's will flash to about the vier, and a buzzer will found so that the vier can bear the dawn if they are out of sight.

#### SPECIFICATION: ESSENTIAL,

#### 1. FUNCTION.

- · My product must be battery powered / charged by solar energy.
- . It must have copper probes to sende vain, to Engger to circuit.
- · Once triggered, 3 LED's will Plash
- · A loud bugger must sound to warn the user.
- . It must have a hook to attach to washing live!

#### 2. AESTHETICS.

- · My product must be white in adour to be gender neutral and clean looking.
- . My product must have a lone logo and look professional.
- . The derice must have randed corners, a smooth finit, and love attractive.

#### 3. MATERIALS.

- · I will use MDF to make the mould to vacuum form the casing.
- · HIPS will be used to make a mater resistant, robust cusing.
- · I mill baser out an acrypic back to fit perfectly onto the carry. · I make a blue rungl logo viring the CAMM!

- 4. SAFETY.

  My product runst how rounded edges and no others corners.
- . The casing must be scaled and muter resistant / shower proofs
- · The battery and circuit must be held safely and securely inside.

#### SPECIFICATION: DESIRABLE

- · I would like on product to include a PIC drip so the device can control multiple inputs and amounts.
- . The PIC chip could be updated, reprogrammed or revised after use.

· My portable modulet must not be too big, limit be:

Length - 95mm - 120mm.

Width - 60mm - 80mm Depth - 30 mm - 50 mm

- · I would like my product to cost wound flo to make.
- . The retail price would be E15- E20.
- . My product would compare foremapply with other competitor products.

- · My modust must be accessible to change the battery easily.
- . My derice must use study and strong construction methods;
- . My module could be fixed together viny muts and bolts.

- A clear and detailed Design Brief.
- Specification with measurable criteria.
- Users needs and wants identified.
- Specific factors critical to success.
- Identifies key aspects including Form, Function, Materials, Sizes, Safety, Ergonomics, Cost etc.



(b) Developing a design brief and specification [AO1]	Band
The candidate has:	
9 - 10 marks	
• <b>thoroughly</b> considered a <b>range</b> of problems/opportunities in detail before deciding upon a final design brief.	4
<ul> <li>demonstrated a very good understanding of the task ahead and the requirements which have to be met, to satisfy fully the needs, wants and interests of potential users.</li> </ul>	
<ul> <li>written a comprehensive design brief, directly relevant to the context, based upon a thorough analysis of their research and investigation.</li> </ul>	
<ul> <li>written a comprehensive, relevant specification, including a range of objective and measurable criteria, to direct and inform the design and manufacture of a prototype.</li> </ul>	
6 - 8 marks	
• considered a range of problems/opportunities before deciding upon a final design brief.	3
<ul> <li>demonstrated a good understanding of the task ahead and most of the requirements which have to be met, to satisfy most of the needs, wants and interests of potential users.</li> </ul>	
<ul> <li>written a good design brief, linked to the context, based upon a general analysis of their research and investigation.</li> </ul>	
<ul> <li>written a relevant specification, including a range of objective and measurable criteria, to inform the design and manufacture of a prototype.</li> </ul>	



(b) Developing a design brief and specification [AO1]	Band
The candidate has:	
3 - 5 marks	
• considered some problems/opportunities before deciding on a final design brief.	2
<ul> <li>demonstrated a general understanding of the task ahead and one or two requirements have been identified to satisfy some of the needs, wants and interests of potential users.</li> </ul>	
• written a satisfactory design brief, based upon some aspects of the analysis of their research and investigation.	
<ul> <li>written a satisfactory specification, including some key points, to partially inform the design and manufacture of a prototype.</li> </ul>	
1 - 2 marks	
<ul> <li>focussed on a single opportunity to produce a design brief.</li> </ul>	1
<ul> <li>demonstrated a <b>limited</b> understanding of the task ahead, with <b>little or no</b> consideration of the needs, wants and interests of potential users.</li> </ul>	
• written a design brief with little or no reference to their research and investigation.	
• produced a <b>small range</b> of partially appropriate specification points.	
0 marks	
• produced no work that is worthy of a mark.	



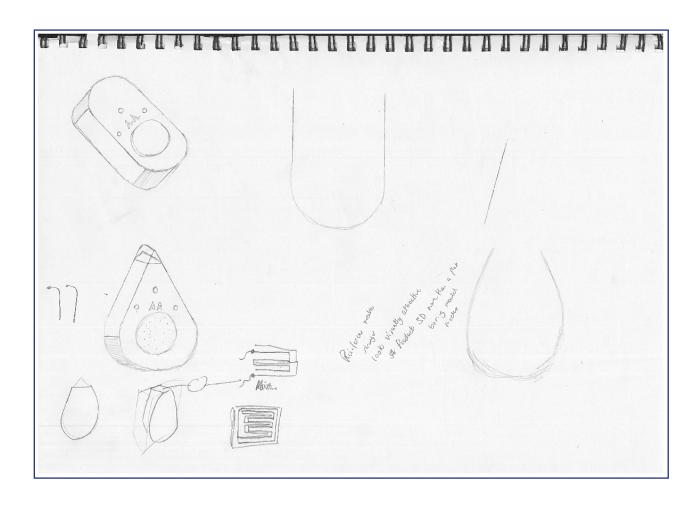
# AO2 Design and make prototypes that are fit for purpose

# Definitions used in AO2

Design	the generation and development of ideas that can be presented to a third party, and can be evaluated and tested (however, the actual analysis and evaluation forms part of AO3).
Prototype	an appropriate working solution to a need or want that is sufficiently developed to be tested and evaluated (for example, full sized products, scaled working models or functioning systems).
Fit for purpose (prototype)	in addition to being a working solution, addressing the needs/wants of the intended user.
	making skills can be assessed through the designing and making of the prototype(s), as well as the nature and quality of the final prototype.



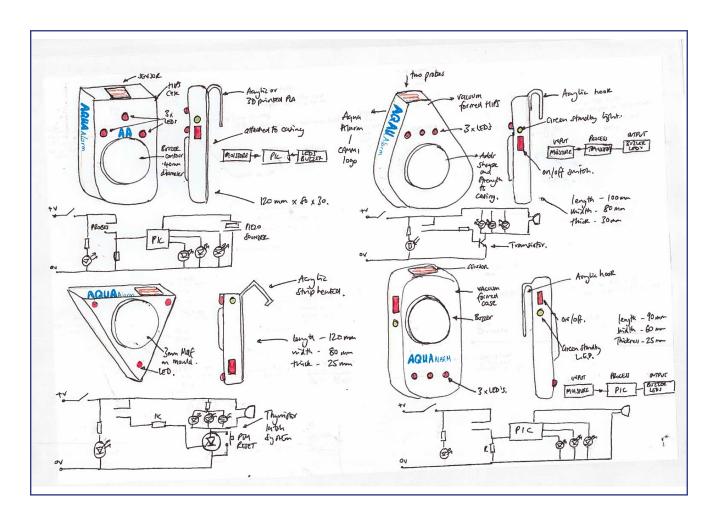
As	sessment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Initial ideas.
- Basic concepts.
- Scant information.
- Starting point.
- Some ideas rejected.
- Shape / form / aesthetics.
- Sensing / input.



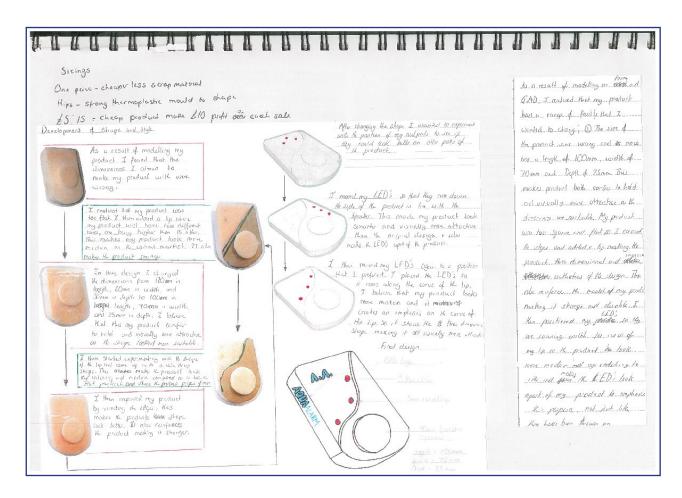
Ass	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Any starting point!
- Think, model, test, reflect.
- Variety of ideas based on Specification criteria.
- Quick developmental sketching.
- Annotation provides details.
- Decision making supports developmental iterations.



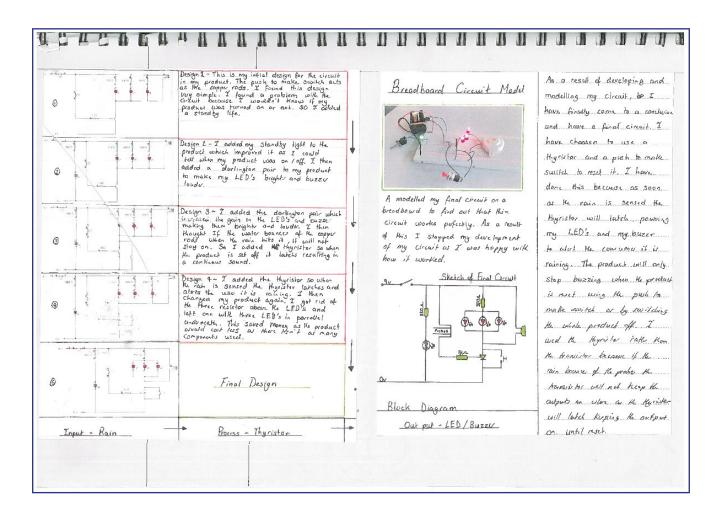
Ass	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- · Good evidence of modelling.
- Testing v Specification.
- Analysis is perceptive.
- · Clear decision making.
- A mix of practical activity, sketching, CAD, reflecting.
- Dynamic development.
- Lean design.



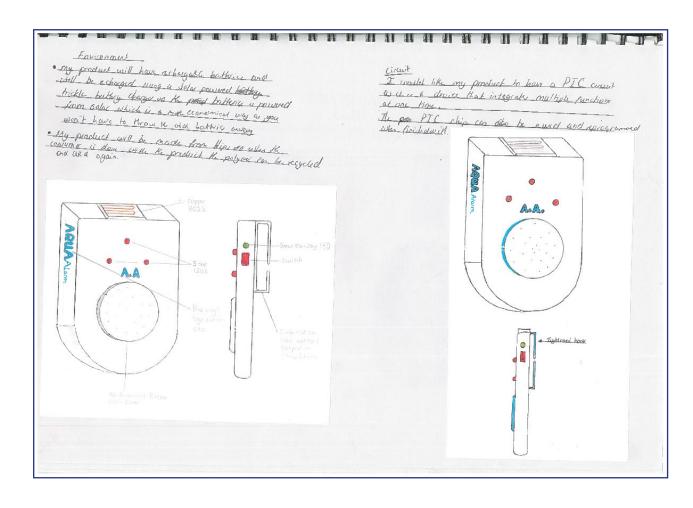
Ass	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Functional development.
- CAD used effectively.
- Analysis supports change.
- Physical testing breadboard.
- Final control system evident.
- Full understanding demonstrated.
- Testing leads the way.



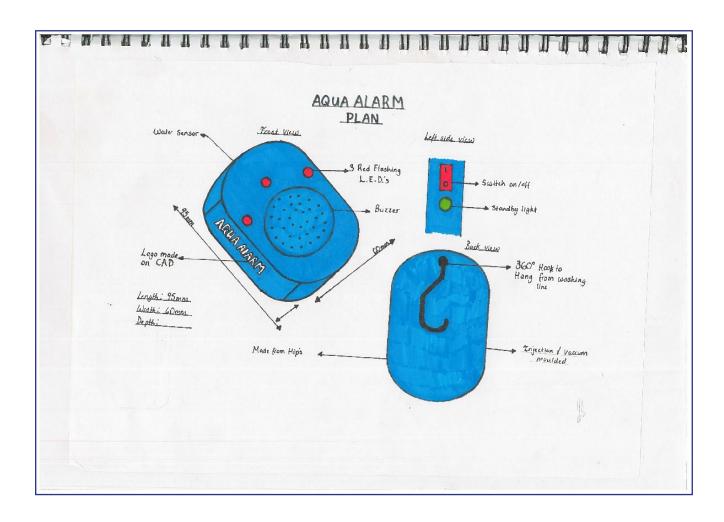
Ass	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Re-think based on testing and outcomes.
- Opinions of users.
- Introduce prototyping.
- Solid modelling.
- CAD / simulations.
- Functional / performance testing.
- 3D printing.



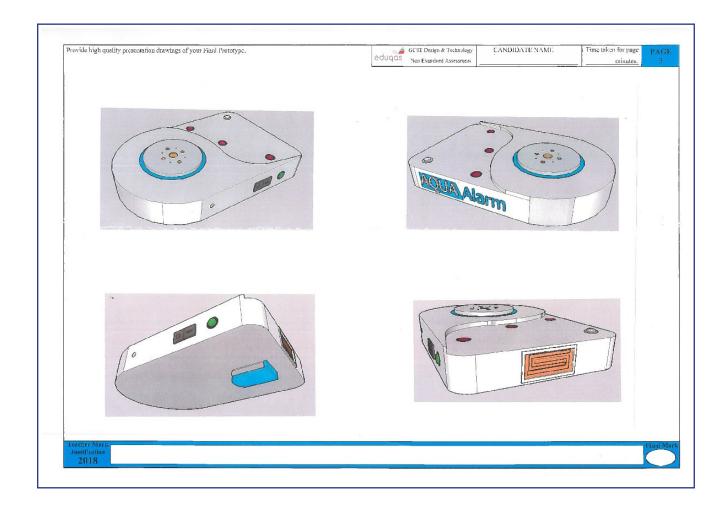
Ass	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Another iteration.
- User controls / interface.
- Sizes being considered.
- Fold away hook idea.
- Introducing stand by light.
- Logo / branding considered.
- Buzzer / speaker holes.



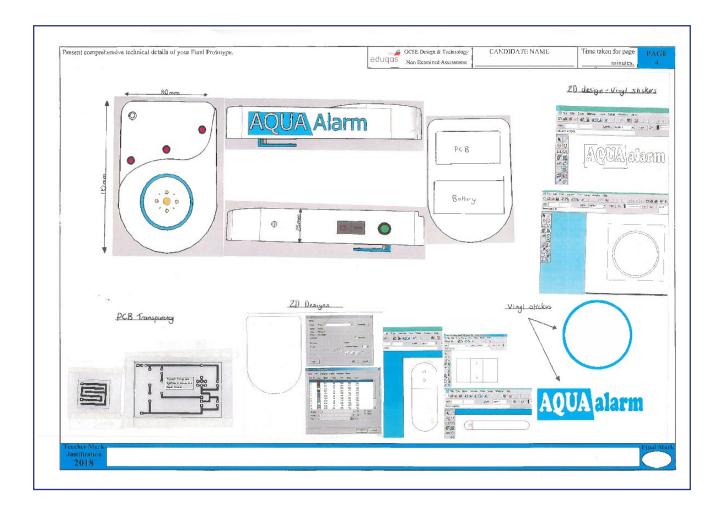
Asse	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- A clear pictorial drawing of the final prototype.
- Hand drawn / CAD.
- High quality.
- Detailed presentation.
- Could a 3rd party / manufacturer produce the prototype?



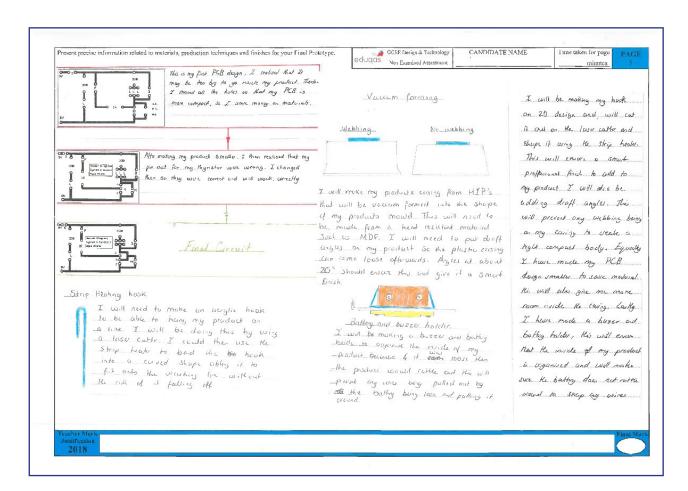
Ass	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Detailed proposal.
- All dimensions present.
- CAD CAM CNC data.
- Finishing techniques.
- Could a 3rd party / manufacturer produce the prototype?
- Sophisticated skills evident here.



Asse	essment Criteria	Marks	Assessment objective
(c)	Generating and developing design ideas	30	AO 2



- Details of a sophisticated logical sequence.
- Achievable timeline for manufacture.
- Supports the manufacture.



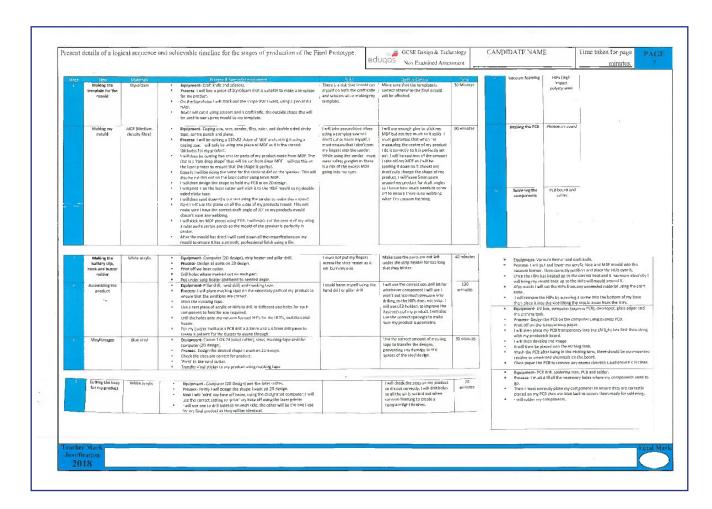
(c) Generating and developing design ideas [AO2]	Band
The candidate has:	
24 - 30 marks	
<ul> <li>considered a range of design strategies, techniques and approaches and applied an iterative design process to generate and communicate a range of initial ideas which fully reflect all requirements.</li> </ul>	4
• identified and considered social, moral and economic factors which are fully <b>relevant</b> to the context and potential user(s).	
<ul> <li>clear, effective and detailed use of testing to evolve ideas and to refine their design decisions.</li> </ul>	
<ul> <li>developed a proposal, including comprehensive and relevant details of materials, dimensions, finishes and production techniques, which clearly address all requirements of the design brief and specification.</li> </ul>	
<ul> <li>demonstrated sophisticated use of a range of skills/techniques to clearly communicate ideas and proposals to a third party.</li> </ul>	
16 - 23 marks	
• considered a range of design strategies, techniques and approaches and applied an iterative design process to generate and communicate a range of initial ideas which generally reflect requirements.	3
• identified and considered social, moral and economic factors which are generally relevant to the context and potential user(s).	
• clear and generally effective use of testing to evolve ideas and to refine their design decisions.	
<ul> <li>developed a proposal, including relevant details of materials, dimensions, finishes and production techniques, which address most requirements of the design brief and specification.</li> </ul>	
<ul> <li>demonstrated good use of skills/techniques to communicate ideas and proposals to a third party.</li> </ul>	



(c) Generating and developing design ideas [AO2]	Band
The candidate has:	
8 - 15 marks	
• considered some design strategies and techniques and applied an iterative design process to generate and communicate a range of basic initial ideas.	2
• identified social, moral and/or economic factors with some attempt to relate these to the context and potential user(s).	
<ul> <li>made some use of testing to evolve ideas and to refine their design decisions.</li> </ul>	
<ul> <li>developed a proposal, including satisfactory details of materials, dimensions, finishes and/ or production techniques, which address the main requirements of the design brief and specification.</li> </ul>	
<ul> <li>demonstrated satisfactory use of skills/techniques to communicate ideas and proposals to a third party.</li> </ul>	
1 - 7 marks	
• generated and communicated a <b>limited</b> range of undeveloped initial ideas.	1
• identified <b>aspects</b> of social, moral or economic factors, though these are not closely related to the context and or potential user(s).	
• made <b>little or no</b> use of testing to evolve ideas.	
<ul> <li>developed a proposal, with superficial details of materials, dimensions, finishes and/ or production techniques which addresses few requirements of the design brief and/or specification.</li> </ul>	
• demonstrated <b>limited</b> ability to communicate their idea(s) to a third party.	
0 marks	
produced no work that is worthy of a mark.	



Ass	essment Criteria	Marks	Assessment objective
(d)	Manufacturing a prototype	30	AO2



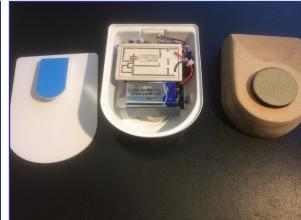
- Details of a sophisticated logical sequence.
- Achievable timeline for manufacture.
- Supports the manufacture.



## Final Prototype

Assessment Criteria		Marks	Assessment objective
(d)	Manufacturing a prototype	30	AO2









- High quality fully functioning prototype.
- Highly appropriate making skills.
- Excellent understanding shown.
- Specialist processes and materials used skilfully.
- High levels of accuracy achieved.
- A precise outcome.



(d) Manufacturing a prototype [AO2]	Band
The candidate has:	
24 - 30 marks	
<ul> <li>clearly communicated comprehensive and relevant details of a logical sequence and achievable timeline for the stages of production and testing of their final prototype.</li> </ul>	4
<ul> <li>worked with appropriate materials and components to complete all aspects of the manufacture of their prototype to a defined schedule.</li> </ul>	
• used <b>appropriate</b> making skills and processes to produce a <b>high quality functioning</b> prototype that fully meets all requirements of the design specification and is <b>fit for purpose</b> .	
<ul> <li>an excellent understanding of the working properties and performance characteristics of the specified materials and, where appropriate, demonstrated consideration of surface treatments/finishes.</li> </ul>	
• <b>selected</b> and safely <b>used</b> specialist tools, appropriate techniques, processes, equipment and machinery with <b>excellent accuracy</b> and <b>precision</b> to enable the prototype to perform as intended and <b>fully</b> meet the user's requirements	



(d) Manufacturing a prototype [AO2]	Band
The candidate has:	
16 - 23 marks	
<ul> <li>communicated relevant details of a logical sequence and achievable timeline f production and testing of their final prototype.</li> </ul>	for the stages of <b>3</b>
<ul> <li>worked with appropriate materials and components to complete most aspects manufacture their prototype, generally to a defined schedule.</li> </ul>	s of the
<ul> <li>used appropriate making skills and processes to produce a good quality function that generally meets most of the requirements of the design specification and purpose.</li> </ul>	
<ul> <li>a good understanding of the working properties and performance characterists specified materials and, where appropriate, demonstrated consideration of su- treatments/finishes.</li> </ul>	
<ul> <li>selected and safely used specialist tools, appropriate techniques, processes, en machinery with good accuracy and precision to enable the prototype to perform and generally meet the user's requirements.</li> </ul>	



(d) Manufacturing a prototype [AO2]	Band
The candidate has:	
8 - 15 marks	
• communicated details of a sequence for manufacture and testing of their final prototype.	2
<ul> <li>worked with materials and components to partly complete the manufacture of their prototype, generally to a defined schedule.</li> </ul>	
<ul> <li>used making skills and processes to produce a satisfactory functioning prototype that partial meets the requirements of the design specification and is generally fit for purpose.</li> </ul>	ly
<ul> <li>a satisfactory understanding of the main working properties and performance characteristic of the specified materials and, where appropriate, demonstrated basic consideration of surface treatments/finishes.</li> </ul>	; ;
<ul> <li>selected and safely used specialist tools, techniques, processes, equipment and machinery with a fair degree of accuracy and precision, the prototype partially performs as intended an meets some aspects of the user's requirements</li> </ul>	t



(d) Making a prototype [AO2]	Band
The candidate has:	
1 - 7 marks	
• communicated <b>superficial or no</b> details of a sequence for manufacture and/or testing of their final prototype.	1
<ul> <li>worked with materials and components to <b>partly</b> complete the manufacture of their prototype.</li> </ul>	
• implemented making skills and processes to produce a <b>partially</b> functioning prototype, some aspects of which meet elements of the design specification.	
<ul> <li>a limited understanding of the working properties and/or performance characteristics of the specified materials.</li> </ul>	
<ul> <li>selected and safely used specialist tools, techniques, processes, equipment and machinery with a limited degree of accuracy, the prototype only just performs or is unable to perform as intended, and meets few aspects of the needs, wants and values of the user.</li> </ul>	
0 marks	
• produced no work that is worthy of a mark.	



## **AO3** Analyse and evaluate

- design decisions and outcomes, including for prototypes made by themselves and others
- wider issues in design and technology

### Definitions used in AO3

Analyse	Deconstructing information and/or issues to find connections and provide logical chain(s) of reasoning.
Evaluate	Appraising and/or making judgements with respect to information and/or issues.
	Analysis and evaluation should draw on underpinning knowledge and understanding.



Asse	essment Criteria	Marks	Assessment objective
(e)	Analysing and evaluating design decisions and prototypes	20	A03

#### Evaluation

My product is based on design brief 1 which was based on the 'great outdoars'. I was told to investigate such activities and design and make a product that uses a control system to enhance a specific outdoor activity providing the user with an improved experience.

My product achieves this because it is aimed for everyone and can be used outdoors all year around. From my personal experience my parents will put washing on the line and totally discard the change in weather throughout the day. The result of this would mean that it is an endless cycle of trying to dry the clothes. My device tests well egainst this brief as it is a creative product that elerts the user when it is not suitable to have clothes out on the washing line due to the weather. This would encourage the consumer to use the more economical way of drying their clothes all year round, rather than using a tumble drover.

I can test my product against my specification to see if it matches. Firstly, my specification says that my product must be white with a blue logo made from vinyl like it is so it is gender neutral and open for both sexualities. It must also have three red LED's that flash in coordination with a buzzer that is sounded when rain has been detected. My product achieves both these desires and works perfectly to alert the user that it is raining from the copper probes. I wanted my hook to have a diameter that can be used on a variety of washing lines.

I also wanted my product to be made from vacuum formed HIPs which is recyclable as it is a high quality material which is a strong polymer. It is also water resistant and ceiled like I wanted, therefore these features meet my specification. I desired that my product would have rounded edges to create a smooth finish and prevent any harm to the user, I would also like my product too run off rechargeable batteries as it is a more economical way of my product. Overall my product meets all my specification points that I desired and has turned out extremely accurately to it.

When I compared my product against the main competitor, I found that it was superior due to the innovative design that products the system. Equally I tested it against the views of my target market which I had a good response. Looking at my product they thought that the design was an innovative design which consisted of a good shape because it may have been uncomfortable if the product was square in shape. They thought my product was a good size but could have been a bit bigger to prevent any clutter within the system. They like how my products design resembles a roin drop as that is what my product is based on. They also liked that the colour was white as they said it would look "crisp" and "clean" against the clothes that have been hung out to dry and it would stand out making it more noticeable to the user. They could look at the vinyl stinkers and clearly identify the name of my product "Aqua Alarm" and said that the name was unique and easy to remember.

They found it easy to understand the concept and the function of the product, looking at the LED's and listening to the sound it makes when the alarm is triggered. They thought that the product was helpful and clever, and that they would use the product themselves as it was appropriate for anyone.

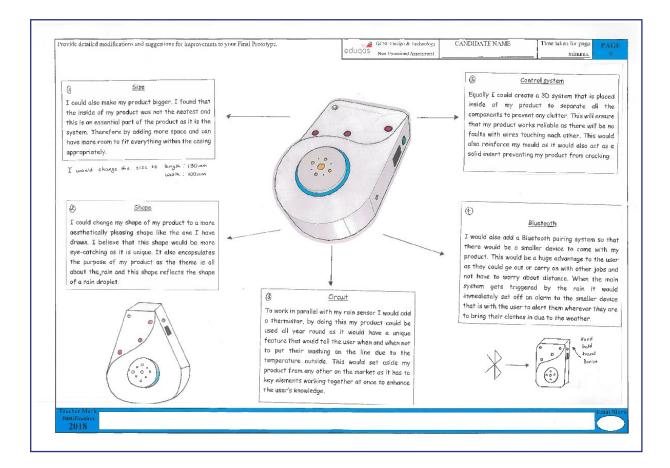
Although I am very pleased with how my product turned out there are some factors that I would change now I have seen the end outcome. Firstly I found that my product was too small, therefore the inside of my product was not very tidy as there was not enough space to separate everything. Equally I could design a 3D cut out to separate all parts of my product to prevent any clutter inside my product so it is neat and organised. Secondly, I would add a thermistor to my PCB so it would interliak with the water sensor so it could be used during every season of the year. I think this would separate my product from any other on the market due to it being unique and distinctive.

Overall, I am extremely happy with my product, and it has turned out exactly as I wanted it too. I believe my product is both successful and unique making it an idiosyncratic product. I thoroughly enjoyed designing and making my product and I am very happy with the end outcome as it has exceeded my expectations massively.

- Critical objective analysis.
- Ongoing analysis throughout designing and development.
- · Final prototype testing.
- Opinions of users.



Asse	essment Criteria	Marks	Assessment objective
(e)	Analysing and evaluating design decisions and prototypes	20	A03



- Further developments.
- Respond to feedback from users.
- · Modifications offered.

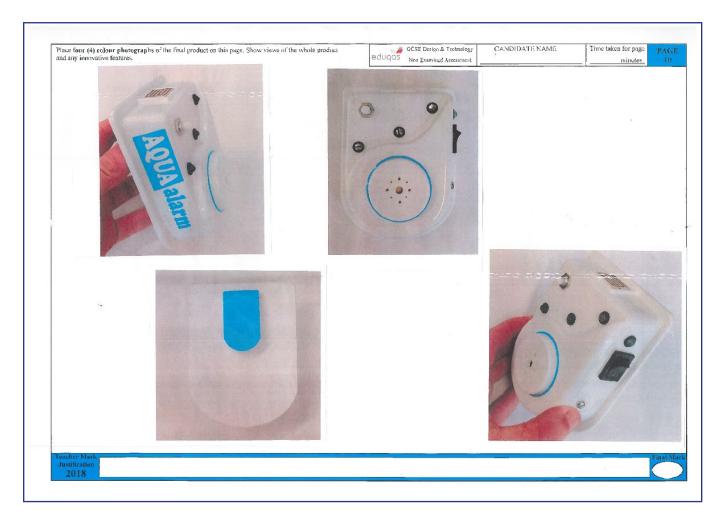


(e) Evaluating a prototype's fitness for purpose [AO2]	Band
The candidate has:	
16 - 20 marks	
<ul> <li>undertaken a critical, objective analysis, evaluation and testing of their ideas and decisions whilst applying iterative design processes.</li> </ul>	4
<ul> <li>undertaken a critical and objective evaluation and testing of their final prototype, taking into account the views of potential users.</li> </ul>	
<ul> <li>responded to <b>feedback</b> and clearly identified the potential for <b>further development</b> of their prototype, with detailed suggestions for how <b>modifications</b> could be made.</li> </ul>	
11 - 15 marks	
<ul> <li>undertaken an objective analysis, evaluation and testing of their ideas and decisions whilst applying iterative design processes.</li> </ul>	3
<ul> <li>undertaken an objective analysis, evaluation and testing of the final prototype, with some consideration of the views of potential users.</li> </ul>	
<ul> <li>responded to feedback and identified the potential for further development of their prototype, suggesting how modifications could be made.</li> </ul>	
<ul> <li>responded to feedback and identified the potential for further development of their prototype, with suggestions of how modifications could be made.</li> </ul>	



(e) Evaluating a prototype's fitness for purpose [AO2]	Band
The candidate has:	
6 - 10 marks	
<ul> <li>undertaken a satisfactory analysis, evaluation and/or testing of their ideas and decisions whilst applying iterative design processes.</li> </ul>	2
<ul> <li>undertaken a satisfactory analysis, evaluation and/or testing of their final prototype, with partial consideration of the views of potential users.</li> </ul>	
<ul> <li>identified the potential for some further development of their prototype, including suggestions of how modifications could be made.</li> </ul>	
1 - 5 marks	
• produced a <b>superficial evaluation</b> of their <b>ideas</b> and <b>decisions</b> .	1
• produced a <b>superficial evaluation</b> of their <b>final prototype</b> .	
• partially identified how their <b>prototype could be modified</b> .	
0 marks	
• produced no work that is worthy of a mark.	





- Final Prototype images.
- Completes a concise formal portfolio.
- Moderation / awarding evidence.



### Acknowledgements

- Drawing (cover), blackred / Getty Images
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