

Year 9 Design and Technology

Examination outline

Introduction

An examination is only one component of your continuous assessment. While it is important, your D&T examination should not be viewed as an obstacle but rather as an opportunity for you to express creatively your understanding of the course work.

So, chill a little, prepare wisely, ground yourself for concentration and be confident in your own ability. This outline aims to guide you in your study.

Exam structure

The examination is in three sections and will last for 1 1/4 hours. Take with you pens, pencils rubber and ruler. Study the question paper briefly at the start to decide which questions you can answer the quickest first so you can devote more time to the challenging ones.

Section I Multiple choice questions worth one mark each. The questions will explore your understanding of the components of the stages of the Design Process and how you have applied this to your own designs, the impact of plastic on the environment, the use of electronics in lighting and graphic design using computer software, anthropometrics and ergonomics in furniture design and the use of cardboard as a sustainable constructional material.

Section II Short answer questions based on a design in practice.

Section III Extended answers based around stimulus material. Your knowledge of design process, elements and principles of design and graphic design, anthropometrics and furniture design may be tested.

The Design Process

Stage 1: Clarify the problem

- Analyse the brief
- Consider all factors
- Criteria for success
- Time planning

Stage 2: Investigate and research

Stage 3: Generate ideas

- Brainstorm using mind maps, word association, inspiration, lateral thinking.
- Thumbnail sketches: quick concept sketch to develop and progress your ideas.

Stage 4: Choose the best solution

- Use PMIs to help select your best ideas and justify your final choice.

Stage 5: Plan and produce

- Work out final design using scale drawings, material and cutting lists, making models and/or prototypes.

Stage 6: Test and evaluate

- Test if your design works as intended and evaluate. Evaluate against the Criteria for Success.