



D&T Product Design A-Level
AQA 7552
PAPER 1 (30%): Technical
Principals, 2hrs 30mins
PAPER 2 (20%): Designing and
Making Principals, 1hr 30mins

P2 EXAM (20%):
1hr 30mins

P1 EXAM (30%):
2hrs 30mins

A LEVEL NEA (50%)
SUBMISSION

Y13 MOCK EXAM

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • National & International Std. in Product Design

YEAR 13
A-LEVEL

PAPER 1: TECH. PRINCIPLES:
 • Protecting Designs & Intellectual Property

PAPER 1: TECH. PRINCIPLES:
 • Design for manufacturing, maintenance, repair and disposal

PAPER 1: TECH. PRINCIPLES:
 • Health & Safety

PAPER 1: TECH. PRINCIPLES:
 • Design Communication

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • Design for manufacture and project management

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • Responsible design

A. CORE TECHNICAL PRINCIPLES:
New and Emerging Technologies

B. SPECIALIST TECHNICAL PRINCIPLES:
Timbers

YEAR 11
GCSE

GCSE NEA (50%)
BEGINS

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • Design theory
 • Technology & culture

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • Design processes

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • Critical analysis & evaluation

PAPER 2: DESIGNING & MAKING PRINCIPLES:
 • Selecting tools & equip.
 • Accuracy in Design & man.

C. DESIGNING & MAKING PRINCIPLES:
 • Prototype development
 • Selection of materials and components

C. DESIGNING & MAKING PRINCIPLES:
 • Investigation, primary & secondary data
 • Environmental, social & economic challenge?

C. DESIGNING & MAKING PRINCIPLES:
 • Selection of materials and components
 • Tolerances
 • Materials management
 • Specialist tools & equipment
 • Specialist techniques and processes

C. DESIGNING & MAKING PRINCIPLES
Communication of Design Ideas:
 • system and schematic diagrams
 • audio and visual recordings
 • mathematical modelling
 • computer based tools
 • modelling

C. DESIGNING & MAKING PRINCIPLES:
 • The work of others
 • Design strategies

DESIGN & MAKE: Inclusive/Iterative Design

DESIGN & MAKE: SENSOR Electronic Components
 • Identify components and their use Soldering

DESIGN & MAKE: INVENTOR/ 3D PRINT CAD/CAM

A. CORE TECHNICAL PRINCIPLES:
Systems approach to designing
 • Inputs
 • Processes
 • Outputs

FPT: DOOR STOP BIRD
Materials- Timbers

DESIGN & MAKE: PHONE HOLDER
Materials- Polymers

YEAR 10
GCSE

A. CORE TECHNICAL PRINCIPLES:
Energy generation and storage
 • Fossil Fuels
 • Nuclear Power
 • Renewable energy
 • Energy Storage Systems

A. CORE TECHNICAL PRINCIPLES:
Materials & their working properties
 • Papers & Boards
 • Natural & Manufactured
 • Timbers
 • Metals and Alloys
 • Polymers
 • Textiles

A. CORE TECHNICAL PRINCIPLES:
New Materials
 • Modern Materials
 • Smart Materials
 • Composite Materials
 • Technical Textiles

A. CORE TECHNICAL PRINCIPLES:
Mechanical Devices
 • Different types of movement
 • Changing magnitude & direction of force
 • Levers/Linkages/Rotary Systems

DESIGN & MAKE: MECHANICAL TOY
 • Cams
 • Movement

C. DESIGNING & MAKING PRINCIPLES:
Communication of Design Ideas:
 • 1 & 2 Point Perspective
 • Isometric
 • Freehand/Contour Sketching
 • Basic Rendering
 • 3rd/1st angle orthographic
 • Exploded/Sectional Drawings
 • Annotated Drawings

START GCSE:
AQA D&T 8552

YEAR 9

YEAR 8

YEAR 7

