

Knowledge Mat: D & T – Year 11

Key Knowledge for Year 11

Term 1

- To be able to draw conclusions from research undertaken in the GCSE folder.
- To be able to communicate design ideas with words and drawings in order to rationalise aesthetic, material and function decisions.

Term 2

- To have the ability to react to feedback and develop coherent sketch models.
- To be able to evaluate a final model against a specification and end user feedback

Term 3

- To understand expectations for answering higher mark GCSE questions

Wider Experiences / Try To Do...

- **Link the major GCSE project to a hobby or interest**
- **Make a friend/family member the 'End User' for your GCSE project folder.**

The big questions:

- What do I need to do to get a good GCSE grade for my folder?
- How do professionals manage projects

Vocabulary

Primary research
Secondary research
Specification
Design brief
Aesthetics
Function
Design strategy
User centred design
End user
Feedback
Focus group
Iterative
Iteration
Adaptation
Material property
Social implication
Environmental implication
Non-renewable
Renewable
Manufacturing specification
Prototype
Maquette
Apply
Calculate
Evaluate
Justify
Outline