GCSE Design & Technology will prepare students to participate confidently and successfully in an increasingly technological world. Learners will gain awareness and learn from wider influences on Design & Technology including historical, social, cultural, environmental, and economic factors. They will get the opportunity to work creatively, iteratively, and independently when designing, making, and applying technical and practical expertise. The GCSE allows students to study core technical and designing and making principles, including a broad range of design processes, materials techniques, and equipment.

Year 9

- Drawing skills using industry techniques
- Art Deco Pewter Casting – Metal
- Memphis Acoustic Inspired Amplifier – CAM
- Iterative Water Bottle (Concept Design)
- Joinery 101
- Mini Non-Exam Assessment (NEA) research and concepts project

Year 10

- Non-Exam Assessment (NEA) Practise Task 1 – Quality control-based problem solving
- Non-Exam Assessment (NEA) Practise Task 2 – Brief based problem solving

Year 11

- Non-Exam Assessment (NEA) - Contextual Challenge (100 marks)
- Revisit and deepen theoretical knowledge of core materials and design elements