



# Nuneaton Academy

Part of The Midland Academies Trust

## AQA GCSE Design & Technology 8552

### Coursework (50% of GCSE)

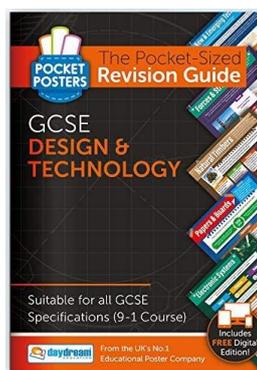
Deadlines for coursework are as follows. It is vital that you ensure all work is completed in line with the deadline to allow time to focus on exam revision.

You are able to work on your coursework at home accessing it though OneDrive using your new @Midlandat.co.uk email address.

Section	Marks	Deadline
A: Identify, Investigate & Outline Design Possibilities	10	25/09/2021
B: Producing a Design Brief & Specification	10	02/10/2021
C: Generating Design Ideas	20	16/10/2021
D: Developing Design Ideas	20	27/11/2021
E: Realising Design Ideas	10	28/01/2022
F: Analysing and Evaluating	15	18/02/2022



The Collins AQA GCSE Design & Technology revision guide and the GCSE Design & Technology Pocket-Sized Revision Guides are great revision resource. The Pocket sized guide which comes with a FREE digital edition for computers, phones and tablets which you can access using the following link.  
[www.ddedu.co.uk/dt-gcse](http://www.ddedu.co.uk/dt-gcse)



Testing yourself using the knowledge organisers and knowledge retrieval questions will help you to embed the knowledge required to be confident in for each topic.



### The One Thing!

Each week you must ensure that you are completing your NEA work to the page deadlines set.

When the NEA is completed, the one things to complete will be the work set on Seneca Learning [www.senecalearning.com](http://www.senecalearning.com) and GCSE Pod. [www.gcsepod.com](http://www.gcsepod.com)

If you need any assistance with any work or logging in – please email: [simon.trout@midlandat.co.uk](mailto:simon.trout@midlandat.co.uk)



These are some of the key topics you must be revising in preparation for you exam. You can use the revision guides, knowledge organisers and test your knowledge using Seneca or the Pocket Poster App.

Topics	Revision Guide Page Numbers	Knowledge organiser page Numbers
Product evaluation/analysis Inc. Suitability for purpose and user, Aesthetics, Ergonomics (Access FM or CAFÉ QUE)	25, 35	
Materials and their properties (Woods, Metals/Plastics/Textiles/ Paper & Board /Smart and Modern/Composites)	60 to 73	13, 14 20 to 23, 33
Sustainability of materials and impact on society ( Six R's, Fair trade, biodegradable packaging, recycled materials)	16, 17, 126, 127	3 to 9, 26 to 29
Modelling (Traditional Materials such as foam and Card and CAD - Solidworks etc.)	26,27,33	3, 9, 52 to 54
Production methods and production aids ( Templates/jigs/moulds/Formers) (Mass/Batch, one off)	104	30, 56
Nesting/Tessellation and calculation of waste	93	56
Anthropometrics and Ergonomics	23	48, 49
Energy sources and storage and environmental impact	46, 47,	11,12
Purpose of a design process (Research, specification, idea generation, model, test, evaluate)	22 to 27	52
Industrial processes (CNC Routing/CAM, Injection Moulding, Vacuum Forming, etc.)	97, 99, 101	31, 36, 39, 46,
Product development ( Suggestions of changes to improve a product)		
Strengthening/reinforcing/modifying materials	80	59
Designers and their products/materials and inspiration	51	12 to 15
Using, understanding and representing data including bar charts, pie charts,	Maths Revision Guide Pg. 84 Higher Pg.117,118 Foundation	Maths Revision Guide Pg. 84 Higher Pg.117,118 Foundation
Gears, Levers, Forces and Motion	48 to 51	18,19
Raw materials to Stock forms (Making materials)	65, 66, 68	32, 37, 40
Materials and their properties and reasons for choice. (Woods, Metals/Plastics/Textiles/ Paper & Board /Smart and Modern)	60 to 73, 157 to 159	13, 14 20 to 23, 33
Surface Finishes/treatments	76	59
Drawing techniques (Isometric, Orthographic, Exploded)	28 to 30	53
Planned obsolescence		9,5
Trigonometry & Area of shapes	Maths Revision Guide Pg. 76, 77, 80, 83 Higher Pg.80,81,92,93	Maths Revision Guide Pg. 76, 77, 80, 83 Higher Pg.80,81,92,93
Microcontrollers	10	17
Costing calculations	Maths Revision Guide Pg. 76, 77, 80, 83 Higher Pg.80,81,92,93	Maths Revision Guide Pg. 76, 77, 80, 83 Higher Pg.80,81,92,93
Inputs/Outputs	10	16
Production Techniques (Lean manufacturing, Just in time, Continuous improvement)	124	9,3
Industry and Enterprise	122	2, 4

