IGCSE DESIGN & TECHNOLOGY – 0445

Course Overview

IGCSE Design & Technology course will take students on a 2-year program of understanding the creative media of the design world. Each student will develop an ability to identify, consider and solve problems through creative thinking, planning and design, and by working with different media, materials and tools. An important skill set to be learned by students through IGCSE Design & Technology will be communication skills, which are central to design making and evaluation.

Content

The IGCSE syllabus is split into the following units:

1. Introduction to Design & Technology
2. Product Design, Material Studies & Objective studies
3. Project Preparations and Brainstorm
4. Recycle and Resistance material
5. Optional Studies (Graphic Products, Electrical tech)

Assessment Details

Students are assessed against four assessment objectives: Knowledge and Understanding (30%), Application (50%) and Analysis and Evaluation (20%). The assessment process comprises of two examinations and one Coursework project.

Paper 1: Product Design [25% of the IGCSE, 50 marks]. Questions will be based on the Common content and Product Design

Paper 3: Graphic Products [25% of the IGCSE, 50 marks]. Questions will be based on the Specialist option: Graphic Products content and the Common content: Product Design

Component 2, Coursework: Students complete problem-solving projects that go throughout the second year of study, whereby students identify a problem and develop a constructive solution which meets assessment criteria.

The project area is decided by the candidate with advice, as appropriate, from the teacher. The project could focus on the specialist option the candidate has chosen; this approach will allow candidates to further their experience, knowledge and skills in their chosen option. The open nature of Design & Technology means that a candidate might want to pursue a focus which will involve knowledge, materials and skills from any of the options.