

Controlled assessment

- The new name for 'coursework'
- Why is it called 'controlled assessment'?

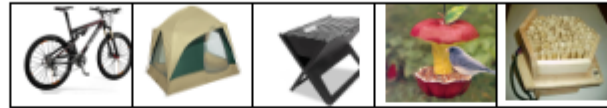
Controlled assessment

- Task setting
- Task taking
- Task marking
- Moderation

The controlled assessment tasks

- Written by senior moderating staff
- To be reviewed every 2 years
- Accommodate all the successful projects we have seen in recent years
- 12 tasks in all AQA DT subjects except product design
- Some are very focussed, some are very open ended
- You do not need to offer all the tasks!
- You can contextualise the tasks

CONTEXT



Leisure activities are increasing in popularity. Many garden centres and department stores now have areas specifically targeting this consumer area.

Design Task 1

A garden centre wishes to sell products to encourage wildlife into domestic gardens. Design and make a small product that could be sold in the garden centre.

Design Task 2

The growth in leisure activities has been reflected in the availability of products to help with outdoor living. Whether this is camping or simply having a barbeque, the range of products is enormous. Design and make a product suitable for the “Outdoor Living” section of a large department store.

Design task 3

Sporting and musical activities are very popular. Many need specialised equipment. Design and make an accessory or product for a sport or musical activity of your choice.

CONTEXT



Designers have a responsibility to design products that demonstrate an awareness of environmental issues.

Be inspired by the following word bank – Designing for sustainability, re-used and recycled materials and components, sustainable materials, energy efficient devices.

Design Task 4

'Eco Jewel' is a company, which supplies jewellery to people wishing to demonstrate their support for the environment. You have been asked to design a range of jewellery using Eco as an inspirational theme. Make up at least one item from your range. You are to design for manufacturing in quantity.

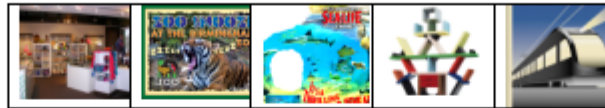
Design Task 5

A shop specialising in sustainable products wishes to extend its range. Design and make a product, which could be sold in the store.

Design Task 6

A new company is looking to manufacture products from waste materials from other industries. They have already sourced waste plywood from the printing and building industries. Design and make an example of a product that could be made from these materials, or from other waste materials from industry.

CONTEXT



Popular tourist attractions such as Wildlife Sanctuaries, Art Galleries, Animal Farms, Zoos, Theme Parks and Museums often have their own Shops attached. Themed products are always a popular feature.

Design Task 7

A major design museum wishes to expand its range of products on sale in the museum shop. It wishes to sell popular products influenced by major design eras of the last 100 years. Design and make a low-voltage light, radio, phone charging stand or ipod docking station in the style of any design era of the last 100 years. You can use bought-in, or recycled components for the electronics e.g. TEP radio kits.

Design Task 8

Design and make a small storage unit influenced by any design era of the last 100 years

Design Task 9

A major tourist attraction wishes to include themed, quality children's toys aimed at the 3 to 5 age range. Design and make a themed toy that incorporates moving parts or removable parts to add interest.

CONTEXT



Our lifestyles are changing rapidly. Our homes contain an ever-increasing range of gadgets and equipment. It is fashionable to have multi-functional living spaces. We need creative, innovative products to help us organise our lives.

Design Task 10

People have an increasing number of gadgets and gizmos in their homes, such as mobile phones, ipods, remote controls, hand held computer games etc. Many of these products need chargers, memory cards, games etc. Design and make a gadget tidy.

Design Task 11

A major high street retailer wishes to market a multi purpose, modern style, small coffee table aimed at the first time buyer. The product could include some storage space. Design and make a coffee table for this target market.

Design Task 12

A manufacturer of classic games has recognised a gap in the market for a devices that allows you to play games and store the parts in the same unit. The device could be used sitting at home, or on the move, e.g. in a car, plane or train. Design and make a playing surface / storage unit for playing games at home or on the move. Consider using CAD/CAM equipment and consider designing the product so that it can be flat-packed.

Controlled assessment criteria

1. Investigating the design context	8 marks
2. Development of design proposals (including modelling)	32 marks
3. Making	32 marks
4. Testing and evaluation	12 marks
5. Communication	6 marks
Total	90 marks

Mark Band

7 – 8	<ul style="list-style-type: none"> • Discrimination shown when selecting and acquiring relevant research that will promote originality in designing • Excellent understanding and analysis of the design context • Detailed analysis of relevant existing products or systems undertaken related to design intentions • Comprehensive analysis of relevant and focussed research undertaken • Clear and specific design criteria identified, reflecting the analysis undertaken • Target market identified and the intended consumer/user profiled
5 – 6	<ul style="list-style-type: none"> • Good understanding and analysis of the design context • Good analysis of relevant products or systems undertaken • Good analysis of relevant research and context • Design criteria which reflects the analysis undertaken • Target market for product has been identified
3 – 4	<ul style="list-style-type: none"> • Basic understanding and analysis of the design context • Some analysis of related products or systems undertaken • Made a superficial analysis of most of the research material and the context • Design criteria reflects most of the analysis undertaken • Some consideration has been taken of the likely consumer/user
0 – 2	<ul style="list-style-type: none"> • Limited understanding or analysis of design context • Minimal analysis of other products or systems undertaken • Provided little evidence of research and analysis of context • Design criteria is very general and lacking in any detail • Limited understanding of the target market/user evident

CRITERION 1**INVESTIGATING THE DESIGN CONTEXT****Mark Band**

7 – 8

- Discrimination shown when selecting and acquiring relevant research that will promote originality in designing
- Excellent understanding and analysis of the design context
- Detailed analysis of relevant existing products or systems undertaken related to design intentions
- Comprehensive analysis of relevant and focussed research undertaken
- Clear and specific design criteria identified, reflecting the analysis undertaken
- Target market identified and the intended consumer/user profiled

5 – 6

- Good understanding and analysis of the design context
- Good analysis of relevant products or systems undertaken
- Good analysis of relevant research and context
- Design criteria which reflects the analysis undertaken
- Target market for product has been identified

CRITERION 2

DEVELOPMENT OF DESIGN PROPOSALS (including modelling)

Mark Band

26 – 32

- Imaginative and innovative ideas have been developed, demonstrating creativity, flair and originality. Further developments made to take account of ongoing research
- A coherent and appropriate design strategy, with clear evidence of a planned approach, adopted throughout
- The implications of a wide range of issues including social, moral, environmental and sustainability, are taken into consideration and inform the development of the design proposals
- Excellent development work through experimentation with a wide variety of techniques and modelling (including CAD where appropriate) in order to produce a final design solution
- Appropriate materials/ingredients and components selected with full regard to their working properties
- Fully detailed and justified product/manufacturing specification taking full account of the analysis undertaken

CRITERION 3

MAKING

Mark Band

26 – 32

- Final outcome(s) shows a high level of making/modelling/finishing skills and accuracy
- Selected and used appropriate tools, materials and/or technologies including, where appropriate, CAM correctly, skilfully and safely
- Worked independently to produce a rigorous and demanding outcome
- Quality controls are evident throughout the project and it is clear how accuracy has been achieved.
- The outcome has the potential to be commercially viable and is suitable for the target market

CRITERION 4

TESTING AND EVALUATION

Mark Band

9 – 12

- Detailed testing and evaluation as appropriate throughout the designing and making process taking account of client/user or third party opinion
- All aspects of the final outcome have been tested against the design criteria and/or the product/manufacturing specification
- Evaluate and justify the need for modifications to the product and consideration given as to how the outcome might need to be modified for commercial production

CRITERION 5**COMMUNICATION****Mark band**

5 – 6	<ul style="list-style-type: none">• Design folder is focussed, concise and relevant and demonstrates an appropriate selection of material for inclusion• All decisions communicated in a clear and coherent manner with appropriate use of technical language• The text is legible, easily understood and shows a good grasp of grammar, punctuation and spelling
3 – 4	<ul style="list-style-type: none">• Design folder shows some skill in choice of material for inclusion but includes some irrelevant content• Most decisions communicated with some clarity and with some use of technical language• There are a small number of errors in grammar, punctuation and spelling
0 – 2	<ul style="list-style-type: none">• Design folder shows excessive duplication of information and a lack of brevity and focus resulting in irrelevant content• Ideas and decisions communicated at a simplistic level with a

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