

Mulberry

Academy Woodside

OPTIONS SUBJECTS: 3D Design

HEAD OF DEPARTMENT

Ms M Burke

EXAM BOARD

AQA

BREAKDOWN OF MARKS

60% Coursework (96 marks)

Portfolio of work, including projects taught over the two years.

40% Exam (96 marks)

An external set task from AQA where students will choose from a set of them to explore

SKILLS

Problem Solving
Researching
Creativity
Technical Drawing
Computer Aided Design (CAD)
Manufacturing and Making
Communication
Organisation
Analytics

VITAL INFORMATION

You should demonstrate proficient drawing skills, as well as have a sound understanding of a range of tools, processes and materials.

A reasonable comprehension of Computer Aided Design is also recommended.

You will be tested on your problem solving skills and must be able to show creativity and innovation to develop designs that solve real-world problems.

CURRICULUM CONTENT

In 3D design, you will explore two or more topics or brief projects demonstrating your journey of engagement in 3D design. You will learn and explore new key skills and techniques through several tasks to build and enhance your knowledge in the subject. You will be required to develop your understanding of Design and Technology, Craft and practical investigations and thinking in the mind of a designer.

Exploring the digital world of Design is the main feature of this subject, as you will be primarily using and exploring CAD CAM, but also how to use programs such as 2D design and sketch up. However, it is also key that you learn the importance of traditional workshop skills. You will not be expected to simply include visual responses to the topics, but also have various written annotations throughout the subject. You will be taught how to evaluate and create written analysis of your own work and of other designers, as it is a vital aspect of this course that you will be taught how to apply.

You will be expected to create and keep a record of all your visual and written work in a portfolio which will document your work linked to the subject's AO's (AO1, AO2, AO3 and AO4). Your portfolio must evidence all aspects of the AO's, exploring your understanding of the key terms: Investigate, Record, Refine and Presentation. Independent learning is expected throughout the course for you to complete tasks outside of the classroom, as well as visiting design exhibitions in your own time. This will enhance your knowledge and understanding.

CURRICULUM & CAREER PROGRESSION

NEXT STEPS

Academic subjects:
Design and Technology, Product Design,
Engineering, Systems and Control Vocational
subjects:
Graphic Design, Art and Design, Fashion Design,
Media, Photography, Construction
Apprenticeships:
Junior Product Designer, Engineering Technician,
Model Maker, Construction, Civil Engineering

CAREERS

Product Design
Furniture Design
Interior Design
3D Design
Graphic Communication
Architecture Engineering Construction