

RESISTANT MATERIALS



GCSE DESIGN AND TECHNOLOGY

This qualification is made up of 2 parts

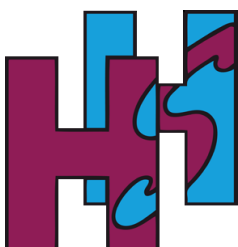
Part 1: The Non-Examined Assessment (NEA)

Part 1 is your Non-Examined Assessment. It is worth 50% of your GCSE and is focussed on selecting a design context, researching and designing a product which answers it. Design contexts are released by the exam board in June of Year 10. Students then have almost a year to research, design, build and evaluate their product. Deadline for this NEA is 1st of May



Part 2: GCSE Exam.

Part 2 is your exam at the end of year 11. It amounts to 50% of your GCSE. The exam paper focussed on the technical knowledge you have learnt throughout year 10 and 11. Section A of the paper deals with your broader knowledge of Technology; the impacts it has on people and the environment, qualities of materials and energy production to name but a few. Section B will focus on a specialism. We as a class focus upon Woods and Timbers. You will learn about their qualities, how to cut and shape them, what finishes can be applied to them and much more. Your exam runs for One hour and 45 Minutes



Year 10 Resistant Materials: Supporting your Child's Progress

✓ Make achievement everyone's responsibility by...

Talking about their learning regularly.
Keeping track of upcoming assessments.
Creating a space to work that is free from distractions



✓ Homework

Check that homework is completed on time.
You can connect to your child's Seneca account to see how they are progressing.
Draw up a plan and help them stick to it.



✓ Reading at the heart of success

Encourage regular short and varied reading of the resistant materials knowledge organisers for each unit.
These are posted on google classrooms.
Encourage research by the reading of websites such as technologystudent.com or the GCSE Bitesize site



✓ Revisit and Recall

Keep track of the tasks and projects your child is working on and ask about them every couple of weeks. This will help embed learning into long-term memory!
Ask them about:
Manufacturing processes they've used in the workshop.
Design and development ideas that they are thinking of.
Their knowledge and background research for processes and materials.

