IGCSE Design & Technology

Overview

Design and Technology aims to develop students into internationally-minded people who can create a better world. Through problem-solving students will be able to develop their understanding of the design process and eventually create a model, prototype, product or system that solves a particular problem. Students will implement parts of the design process with a mentor before conducting practical work at their school facilities. In this program, students will enhance their creative thinking as well as improve their planning and time management as they investigate potential areas of improvement in their personal lives and the community in general.

Objectives

- Develop creative thinking and apply problem-solving skills to practical and technological problems
- Enhance understand of the design process
- Design and make products taking into account sustainability and societal impact
- Foster effective data analysis and writing skills

Structure

- Reflect on current knowledge of the range of topics that Design and Technology covers and identify strengths and weaknesses
  - Develop a personalised curriculum
- Investigate studies and areas of potential improvement in the world today
  - Real-world examples
  - Application of the design process
  - Critical thinking and problem-solving practice
- Develop data analysis skills
  - Question reliability and validity of data
  - Improve evaluative thinking
- Design a product
  - Think about the impact on society and sustainability
  - Implement design process and develop problem-solving skills
- Exam practice
  - Past papers
  - Planning and structuring responses

16 hour
PROGRAM

Hour 0-1
Introduction & Reflection

Hour 1-3
Data Analysis Skills

Hour 3-10
Discover & Discuss Areas of Improvement in the World

Hour 10-16
Design a Product

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