

# Design & Technology

## Why take this course?

This Course is a broad-based qualification for learners with an interest in design and in practical technology. It provides sufficient breadth, flexibility and choice to meet the needs of all learners. The Course is also suitable for any learner who wants to progress to higher levels of study in graphic communication and/or engineering science. Course activities also provide opportunities to build self-confidence, generic and transferable skills in numeracy, employability skills, thinking skills, and skills in planning and organising of work tasks, working independently and in collaboration with others, as well as skills in communication and self and peer-evaluation, in a technological design context.

## To succeed in this course, you need...

Pupils considering this course should be able to achieve National 3 Mathematics. You should also have curiosity about how things (such as machines) work and /or an interest in graphic techniques.

## Course Content

You will be able to

- develop skills in graphic communication techniques, including the use of equipment, materials and software
- understand the relationship between engineering, mathematics and science
- develop skills in designing and modelling, including the use of machines and materials
- develop skills in modelling, including the use of machines, materials and software
- apply knowledge and understanding of basic engineering facts and ideas
- apply skills in analysis, design, construction and evaluation to a range of straightforward engineering problems.
- develop an understanding of the impact of technologies on our environment and society

## Assessment

Pupils' work will be assessed continuously.

## Essentials

There is a fee for this course for the materials supplied.

## Where might this course take me?

- National 4/ 5 in Graphic Communication, Engineering Science or another Technical Subject
- Further Education, Training or employment

Careers for which Design & Technology would be beneficial include: design industry, engineering and architecture, advertising, marketing, animation, product design, building management.

The main skills covered will be:

- Graphics for Design
- Analysis and problem solving
- Number processes and Information handling
- Engineering designing and Modelling
- Constructing and Testing
- Evaluating