Fashion & Textiles / Product Design A Level: The Exam: 50%

This summary is our one page interpretation of the specs & sample exam papers. This is our opinion only & it's essential departments do their own comparisons. Information may change depending on what specs have been accredited & if we've had time to update the sheet so it's important departments check the most up to date information on exam board websites before making decisions.

OCR	AQA	Edexcel	Eduqas
3 endorsed routes: Design Engineering Fashion & Textiles Product Design	2 endorsed routes: Fashion & Textiles Product Design	1 endorsed route: Product Design	2 endorsed routes: Fashion & Textiles Product Design
Paper 1 – Principles of (DE or F&T or PD) 1 hour 30 (80 marks) 26.7% of A level Focus on technical principles with questions around a context or product. Highest mark in sample paper is 8 marks (several questions). Some questions include blank pages that require notes & sketches. *Paper 2* – Problem solving 1hr 45 (70 marks) 23.3% of A level Critical thinking & problem solving skills. Exam includes insert booklet with detailed info relating to various products used in a particular context. Highest mark in sample paper is 16 (several questions across 2 pages of A4) with most other questions at 8 and 12 marks. Questions include blank pages that require notes & sketches. Answers are written on paper for both papers.	*Paper 1* –technical principles 2hr 30 (120 marks) 30% of A level Mix of short answer & extended response. Highest mark in sample paper is 12 (F&T) & 14 (PD). 6 mark questions are popular. *Paper 2* – Designing & making principles 1hr 30 hour paper (80 marks) 20% of A level Product analysis – 6 short answers based on a visual stimulus (30 marks) Commercial manufacture – mixture of short answer and extended response questions (50 marks) Highest mark in sample paper is 12 on both F&T and PD, with a number of higher mark questions across both material areas. Answers are written on paper for both papers.	*Paper* – (one paper only) 2 hours 30 (120 marks) 50% of A level Highest mark in sample paper 12, followed by 9 marks along with a range of lower mark questions (with 4 marks being popular) Answers are written on the exam paper.	*Paper* - Design & Technology in the 21st Century (one paper only) 3 hours (100 marks) 50% of A level Highest mark in sample paper is 12 followed by several 9 marks questions as well as a range of lower marks. Answers are written in a separate booklet which gives the paper a different feel to other exam boards.
• Spec includes maths mapped against GCSE maths with formulas etc. as well as GCSE Combined Science. • Spec includes appendix with anthropometric data as well as a detailed glossary. • Specs for all material areas are set out in one booklet	• Specs published as two separate booklets, one for each material focus. • Appendix has basic mapping of maths & science content.	• Appendices has maths & science content, glossary of command words & information on links between D&T & extended project qualification. • Website has document mapping of the old A level against new A level as well as document suggesting curriculum models & SOL. • No Fashion & textiles endorsed route is provided but fibres & fabrics are listed under the materials section of the spec (although the overall feel of the learning in the spec is more RM based)	• Specs for all material areas are set out in one booklet. • Appendix has basic mapping of maths & science content. • There is a feeling of less paperwork than the other boards as the exam paper is questions only with no space for answers and the spec is not as long & is written in a potentially more concise way (content is still similar to other boards) • Fashion & Textiles exam paper feel more targeted at girls
• All qualifications are designed to be co-taught with the AS. There is also common content across F&T and PD so some elements across the material areas could be co-taught. • OCR is based on Designing Our Tomorrow research (DOT) focusing on authentic, real world design problems. • All exams have an increased focus on science & maths including a 15% maths requirement equivalent to higher tier GCSE maths (Design Engineering is 25% to cover maths skills associated with scientific formulae). • Graded A*- E • Examples of exam technique skill students will need are: short questions, extended answer questions, maths questions (including data analysis questions where the data has to be justified), questions requiring annotated sketches, critical analysis & evaluation, advantages & disadvantages. Product analysis plays an important part in all papers. The focus for all papers is on synoptic assessment that requires learners to make & use connections across learning.			

Fashion & Textiles / Product Design A Level: Non Exam Assessment (NEA): 50%

OCR	AQA	Edexcel	Eduqas
65 hours (guidance only)	No time limit	Hours not specified	80 hours
No page limit as e-portfolio required & formats can vary	45 pages (doesn't say if A3)	20 – 30 pages A3	Pages not specified
Explore 25 Create: Design Thinking 19 Create: Design Communication 13 Create: Final prototype 18 Evaluate 25	Identifying & investigating design possibilities 20 Producing a design brief & specification 10 Development of design proposals 25 Development of design prototypes 25 Analysing & Evaluating 20	Identification & investigation of a design possibility 9 Investigation of needs and research 15 Specification 9 Design ideas 9 Development of ideas 9 Final design 9 Review of development & final idea 12 Communication of design ideas 6 Tools & equipment 12 Quality & accuracy 18 Evaluating own design & prototype 12	Identifying & investigating design possibilities 15 Developing a design brief & specification 15 Generating & developing ideas 25 Manufacturing a prototype 25 Analysing & evaluating design decisions & prototypes 20
• E-portfolio required • Digital design & manufacture must be used in the development of the final solution or when making the final prototype.		• Spec cross references links to other subject specs including maths, science, business studies, geography, art & design, computer science and the EPQ. • Spec includes a glossary of terms	
• NEA marked out of 100 except for Edexcel which is 120 marks • Students identify their own context and write their own design brief. • Project should focus on real world situations & identifying real needs and problems as well as enabling students to mirror industrial & commercial processes and use iterative design. • Challenge required in the practical work for high grades to be achieved. • NEA is controlled assessment & learners must be under direct supervision & complete work in supervised conditions. • Photos / videos must be taken of product throughout the design and make process • Referencing & sourcing of research and information must be included in the folder • Emphasis on the planning and management of projects			

Note the AS level is a standalone qualification and although it has content that is the same as the full A level the two qualifications are separate and the AS does not count towards the A level.