

Design & Technology: Resistant Materials

Year 11 Mock Exam Information

Exam specification and exam board	AQA Design Technology GCSE (9-1)
Past papers available at	AQA website: GCSE Design and Technology 8552 Assessment Resources AQA
Useful revision websites	BBC Bitesize: GCSE Design and Technology - AQA - BBC Bitesize SENECA: Free Homework & Revision for A Level, GCSE, KS3 & KS2
<u>MOCK EXAM INFORMATION</u>	Revise ALL content on • Core technical principles • Specialist technical principles • Designing and making principles In addition: • at least 15% of the exam will assess maths • at least 10% of the exam will assess science. <i>This exam will be 2 hours</i>
Topics covered in mock	1. Section A – Core technical principles (20 marks) A mixture of multiple choice and short answer questions assessing a breadth of technical knowledge and understanding. 2. Section B – Specialist technical principles (30 marks) Several short answer questions (2–5 marks) and one extended response to assess a more in-depth knowledge of technical principles. 3. Section C – Designing and making principles (50 marks) A mixture of short answer and extended response questions.
Recommended revision strategies	Get a copy of the Collins All in one revision + Practice book Use GCSE Design and Technology revision cards: GCSE Design & Technology AQA Revision Question Cards: CGP Books: 9781789084115: TGJones



	Save My Exams: Save My Exams AQA GCSE Design & Technology Revision Notes 2017 The Oak National: Design and technology, secondary, Year 11 - Unit listing Oak National Academy
<i>Top tips for your exam</i>	1. Make sure you bring a calculator and all drawing equipment. 2. Read all questions carefully and underline any key words. 3. Plan out all longer questions before beginning. 4. Read through answers carefully and make sure you have answered the question fully. 5. For 6-to-10-mark questions which ask you to "discuss" or "evaluate", present balanced advantages and disadvantages, use connectives like "<i>therefore</i>" or "<i>which means that</i>", and conclude with a well-reasoned summary. 6. Be comfortable with basic 3D and technical drawing types (isometric, 1pt and 2 pt perspective and orthographic drawing)