

GCSE (9–1) Design and Technology
J310/02, 03 Iterative Design Challenge
Sample non-examined assessment (NEA) task

**To be given to candidates on or after 1 June
in the year before certification**

INSTRUCTION FOR TEACHERS

- There are three contextual challenges in this paper candidates should choose **one** of the challenges.
- The making of the final prototype(s) **must** be under immediate guidance and supervision.
- You **must** authenticate each candidate's work is their own.
- The marking criteria for this component are in the specification.
- This challenge is for candidates examined in 20XX.

INFORMATION FOR CANDIDATES

- There are **three** set challenges in this paper.
- You must choose **one** of the set challenges.
- You **must** write your own individual design brief in response to your chosen challenge.
- Your portfolio of evidence submitted for assessment **must** be your own work.

INFORMATION

- The total number of marks available for the Iterative Design Challenge is **100**.
- This document consists of **2** pages. Any blank pages are indicated.

Contextual Challenges

You should explore the contextual challenges given below to choose **one** of the set challenges.

Recognising that all design and technology practice takes place within contexts which inform outcomes, you should explore the context of your chosen challenge to identify problems and opportunities that offer possibilities when writing your own design brief.

You must create a portfolio to support the iterative process of developing your design solution. The portfolio must deliver:

- a chronological account of your design process
- photographs and videos of your final prototype(s) that clearly demonstrate your practical outcome.

The challenges **must not** be altered.

EITHER

1. Public spaces The sensitive design of public spaces can enhance users' experiences and interactions with that space. Explore a space in your locality with the view to enhancing the users' experiences within that space.

OR

2. Security Theft of people's personal possessions is a problem in modern society. Explore the role design can play in securing people's belongings.

OR

3. Dining Dining can be a wonderful social and cultural experience that does not only focus on the eating of food. Explore the ways design can enhance the experiences for any of the stakeholders involved.

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