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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