



GCSE

C600U20-1

1 JUNE 2024



DESIGN AND TECHNOLOGY

Component 2

Contextual Challenge

Duration 35 hours

**AVAILABLE ONLY TO CANDIDATES ENTERING THE WJEC-EDUQAS
QUALIFICATION ACCREDITED BY OFQUAL**

A defining feature of design and technological activity is that it is context dependent, as are the outcomes of such activities.

The role of the contextual challenge is to provide an external stimulus for learners, from which they will explore and clarify design problems and opportunities. This will lead to the development of their own design briefs, which will inform and direct their designing and making activities.

Learners will be assessed on their ability to analyse and respond to contexts, rather than their knowledge of specific contextual areas.

Learners are required to select **one** of the following contexts as the basis of their design and make task:

Net Zero

Investigate the concept of zero waste or safely being returned to nature after use. Identify a specific problem. Design and produce an innovative solution that contributes towards reaching the UK's 'Net Zero 2050' goal.

Cultural traditions

Different cultural traditions can inspire designers. Explore design opportunities to define a specific need. Design and make a creative solution influenced by cultural traditions.

Designing for a safer world

Every activity contains an inherent risk. Investigate risks during certain activities. Design and manufacture an innovative solution that will make an identified activity safer.

Centre information for 2024–2025

- After June 1st, teachers are free to decide when to share the contextual challenges with their learners.
- Centres are reminded of the need to review the guidance on pages 37–40 of the specification.