



GCE AS

B601U20-1

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1 JUNE 2022

DESIGN AND TECHNOLOGY AS Component 2

Contextual Challenge

Duration approximately 40 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:

Analysing trends – Analyse function and styling trends over recent years for a particular product or product range. Produce a new/revitalised product to meet the requirements of a current target audience. Focus on the creative, imaginative and innovative aspects as you design and make the product/product range.

Animals and domestic pets are important to many people for different reasons. Design and make a creative product/product range that is either inspired by an animal/pet or meets the needs of their owner.

Steve Jobs and design opportunities. “Design is not just what it looks like and feels like. Design is how it works.” Steve Jobs. Design and make a solution to a specific problem that reflects this philosophy.

Centre information for 2022–2023

- After June 1st, teachers are free to decide when to share the contextual challenges with their learners.
- There are no restrictions or adaptations applied to this NEA from previous years.