Entry level Certificate (ELC)

Design & Technology Coursework Tasks

These tasks are valid for submission in May of each summer series.

The first series of submission is **May 2014**. Centres must submit their moderation sample(s) by 15 May of the assessment year.

Electronic Products

Centres will choose a task from a range provided by Edexcel below. These tasks can be contextualised to suit centre-specific circumstances.

Suggested electronic products are:

1. **Security**, e.g.
• An electronic device to warn when a bicycle is being moved without permission.
• An alarm system to protect a garden shed from being broken into.

2. **Recording**, e.g.
• An electronic score counter to record scores between teams in a five-a-side football or netball match.
• An electronic die for use when playing board games.

3. **Environmental control**, e.g.
• A sensing system to warn when soil in a greenhouse becomes too dry.
• A sensing system that gives a warning when the temperature falls below a set level.

4. **Indicators**, e.g.
• A safety warning lighting system for use by pedestrians on roads in dark conditions.
• Bicycle turn indicators to indicate when a rider is turning right or left.

5. **Entertainment**, e.g.
• A board game timer that will record times between a few seconds and a few minutes.
• An electronic moneybox that rewards the user for saving.

Food Technology

Centres will choose a task from a range provided by Edexcel below. These tasks can be contextualised to suit centre-specific circumstances.

Suggested food products are:

1. **Special dietary needs**, e.g.
• Products for the elderly
• Products for diabetics

2. **Vegetarians**, e.g.
• Products for lacto vegetarians
• Products suitable for vegans

3. **Sports nutrition**, e.g.
• Products for elite athletes
• Products for rowers

4. **Multi-cultural**, e.g.
• Products influenced by Italian recipes
• Products influenced by Asian recipes

5. **Celebration**, e.g.
• Products suitable for a child's birthday party
• Products suitable for an engagement party

Graphic Products

Centres will choose a task from a range provided by Edexcel below. These tasks can be contextualised to suit centre-specific circumstances.

Suggested graphic products are:

1. **Packaging**, e.g.
• Perfume packaging including bottle/container and box/outer packaging.
• A sports drink's bottle and label/package.

2. **Point-of-sale display**, e.g.
• A counter display for a new computer game including DVD case cover.
• A leaflet holder and folding leaflet promoting activities at a local leisure centre.

3. **Board games**, e.g.
• An educational board game, including counters, game board and packaging.
• Take an existing game board concept (e.g. draughts/snakes and ladders, etc) and redesign it with a 3D element to it. Game, playing pieces and packaging to be included in the final outcome.

4. **Concept design**, e.g.
• A next generation games console.
• A personal hand-held GPS navigation system.

5. **Interior and architectural design**, e.g.
• The exterior façade and entrance of a themed food outlet with themed menu.
• The interior of a pirate themed children's hospital waiting room.

Resistant Materials

Centres will choose a task from a range provided by Edexcel below. These tasks can be contextualised to suit centre-specific circumstances.

Suggested resistant materials products are:

1. **Storage**, e.g.
• A box/container for holding personal objects such as jewellery or other valuable items.
• A bathroom cabinet with storage space for cosmetics and medicines.

2. **Lighting**, e.g.
• An adjustable lamp for use when doing homework.
• A nightlight for young children who are afraid of the dark.

3. **Furniture**, e.g.
• A novelty seating unit for use in children's nurseries.
• An occasional table suitable for use in waiting rooms.

4. **Leisure**, e.g.
• An educational toy to help with counting and shape recognition.
• A mobile cart/buggy that can carry toys from place to place.

5. **Outdoors**, e.g.
• A grabbing device for picking up small pieces of outdoor debris.
• An aid for students who like to sketch outdoors.

Textiles Technology

Centres will choose a task from a range provided by Edexcel below. These tasks can be contextualised to suit centre-specific circumstances.

Suggested textiles products are:

1. **Sports fashion**, e.g.
• A product from a team kit that can be worn for a sporting activity or as casual wear with a sporty influence.
• An accessory or garment that can be used to store equipment needed for a sporting activity or outdoor pursuit.

2. **Natural forms**, e.g.
• A dress or accessory influenced by natural forms that can be worn or used at a celebration.
• A fashion or interior product influenced by insects.

3. **Designer dressing**, e.g.
• A dress inspired by the work of a well-known fashion designer.
• A fashion item or soft-furnishing product influenced by a fashion trend.

4. **Child's play**, e.g.
• An outfit or product suitable for outdoor play.
• A child's gift or fashion product to be sold in a shop.

5. **Sustainability**, e.g.
• A fashion or soft furnishing product that uses recycled fabrics and components.
• A garment, accessory or background scenery suitable for a catwalk show to promote sustainability.