

# Pearson Edexcel GCSE

## Design and Technology: Graphic Products

### Unit 1: Creative Design and Make Activities

Controlled Assessment

**Valid for submission in May 2017 and  
May 2018 only**

Paper Reference

**5GR01/01**

These controlled assessment tasks are valid for submission in May 2017 and May 2018 only. Centres must submit their moderation sample(s) by 15 May of the assessment year.

Please note that these controlled assessment tasks will be subject to review every two years.

Further guidance can be found on the Edexcel website ([qualifications.pearson.com](http://qualifications.pearson.com)).

Turn over ►

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## Delivery of the controlled assessment

You will design and make a **graphic product**.

In order to complete this task you will undertake the following **design** activity:

| Stages         | Tasks                   | Suggested times      |
|----------------|-------------------------|----------------------|
| 1. Investigate | 1.1 Analysing the brief | 1 hour               |
|                | 1.2 Research            | 3 hours              |
|                | 1.3 Specification       | 1 hour               |
| 2. Design      | 2.1 Initial ideas       | 5–6 hours            |
|                | 2.2 Review              | 1 hour               |
|                | 2.3 Communication       | Evidenced throughout |
| 3. Develop     | 3.1 Development         | 5–6 hours            |
|                | 3.2 Final design        | 1–2 hours            |

In order to complete this task you will undertake the following **make** activity:

| Stages               | Tasks                      | Suggested times      |
|----------------------|----------------------------|----------------------|
| 4. Plan              | 4.1 Production plan        | 1–2 hours            |
| 5. Make              | 5.1 Quality of manufacture | 16 hours             |
|                      | 5.2 Quality of outcome     |                      |
|                      | 5.3 Health and safety      | Evidenced throughout |
| 6. Test and evaluate | 6.1 Testing and evaluation | 1–2 hours            |

**Controlled conditions**

Development of the students' controlled assessment tasks must take place under controlled conditions. Students will be supervised by a teacher for the majority of the time taken to produce a design folder and manufacture their products.

Students can use ICT to produce their work, some of which may be done outside the classroom, as long as it is drafted under controlled conditions and the final version matches the original draft.

Teachers are allowed to provide regular, formative feedback throughout the Controlled Assessment activity and student progression should be supported by the centre's own Assessment For Learning strategies.

**Collaboration control**

Where group work is carried out, individual contributions must be clearly identified and recorded and students must produce evidence to match the assessment criteria individually. There must be no shared evidence.

**Resources**

Access to resources is determined by those available in the centre.

**Quality of written communication**

Quality of written communication (QWC) will be assessed through stage 6. Test and evaluate. This will assess students on their ability to organise information clearly and coherently, using specialist vocabulary where appropriate.

## Tasks

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 dynamic/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 (ie, 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.

Centres can contextualise the task(s) to best suit their specific circumstances, which includes the availability of and access to resources.

## Task taking

The majority of controlled assessment work must be carried out under medium levels of control i.e. informal teacher supervision. The exceptions to this are research and preparation, which can be done without supervision.

### Initial research

Students can undertake research to locate sources of information outside the classroom without supervision, but they must 'write up' their research under informal teacher supervision.

### Design and make tasks

Students must complete the following under informal supervision:

- writing up of their design folder
- making their product.

Students can use the following to help in completing their task:

- initial research undertaken outside the classroom
- sources provided by the centre.

Additional research may be undertaken and added at any time, provided this is done under the same supervised conditions as the initial research.

## Task marking

Marking of the controlled assessment task will be carried out by teachers and moderated by Edexcel.