

Contextual challenges

GCSE Design and Technology

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Pearson



Content

- What are contextual challenges?
- How to approach the contextual challenges with creativity and innovation.
- Types of projects / products to design.
- NEA in 2022/2023

What are contextual challenges?

All design and technology happens within a context. It is important for designers to understand the context they are designing within, as this will impact on the wants and needs of users as well as the requirements for the design.

Contextual challenges for the design and make project (NEA) are provided, so that learners can select an appropriate context to base their projects on. The challenge selected, will create stimulus for the design and make project undertaken.

Contextual challenges are statements/questions that are open for interpretation, and it is possible to realise various design problems/situations associated with each challenge.

1 June 2022
contextual challenges
for
summer 2023 submissions:
Contextual challenges

Example contextual challenges

This is how the contextual challenges are presented.
We provide 3 themes, and each theme has 2 contextual challenges (Total 6 challenges)
Learners must select one of the contextual challenges for their design and make project.

June 2021 challenges for summer 2022 submissions

Theme 1 Supporting People

Contextual challenges

- (a) How can products be used to support neurodiversity?
- (b) How can products be used to support vulnerable individuals?

Theme 2 Town Centres

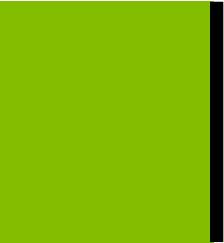
Contextual challenges

- (a) How can products be used to attract more people into the town centre?
- (b) How can products be used to assist people when they are shopping in the town centre?

Theme 3 Theme Parks

Contextual challenges

- (a) How can products be used to encourage people to visit a theme park?
- (b) How can products be used to celebrate a visit to a theme park?



How to approach the contextual challenges

Read the themes and contextual challenges associated with them carefully, considering the key information in each one.

Select the contextual challenge that resonates with you the most. This would be the challenge, for which you can;

- Analyse and investigate further
- think of possible design problems/situations to tackle
- show creativity and innovation
- Identify exciting projects, which you would like to pursue.

Analyse and investigate the contextual challenge you have selected by focusing on the key information it includes. Identify key words/phrases and expand on these. A mind map can be a useful tool here. Investigate the key information in detail, so that you have enough information to base your design brief on.

Through your analysis and identified design problems/situations, select **one** that you want to tackle. Identify a client / user group and write your design brief to initiate your project.

How to approach the contextual challenges

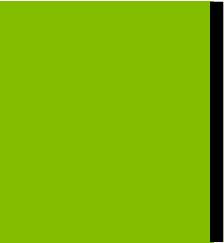
Read all 6 contextual challenges and think of design situations/problems for each context.

Select one challenge that you want to focus on and analyse this using, for instance, a mind map.

Investigate the context in detail, focusing on the key aspects of the selected contextual challenge.

Realise the design problem/situation to tackle.
identify a client/user group and their needs and wants.

Write an initial design brief, telling what you will be designing and making to solve the identified problem, considering the users' needs and wants



Types of projects

The project realised, must allow students to apply knowledge and understanding in a design process to investigate, design, make and evaluate a prototype.

There are no limits to the types of projects learners can pursue, as long as the assessment criteria are met for the Non-Examined Assessment and learners can investigate, design and develop, manufacture and evaluate their final outcomes effectively.

Learners' projects, should also allow them to use a wide range of tools, equipment and processes with appropriately selected materials for their prototypes.

Types of projects from previous years:

Product Design projects(mix materials), Systems, Architectural, Textiles, Resistant Materials type projects, Graphic Product type projects...

Support available

GCSE D&T	A level D&T
<u>Exemplar Portfolios</u>	<u>Exemplar Portfolios</u>
<u>NEA delivery guidance</u>	<u>NEA delivery guidance</u>
<u>*Coursework marking training events</u>	<u>*Coursework marking training events</u>

*Coursework marking training events consist of 4 modules. Modules 1-3 are on demand and module 4 is live. Live sessions are not yet scheduled, but they will be around December and February in 2022/2023.

NEA in 2022/2023

The usual arrangements for NEA will be in place in 2022/2023, meaning that the adaptations put in place for 2021/2022 will no longer apply.

Learners will have to complete a full NEA, in line with the assessment criteria in the Specification document for GCSE and A level Design and Technology. (This means that the quality and accuracy grid will be assessed for summer 2023)

Candidate Assessment Booklet (CAB), Authentication sheet and assessment criteria for summer 2023 submissions

[GCSE Design and Technology](#)

[A level Design and Technology](#)

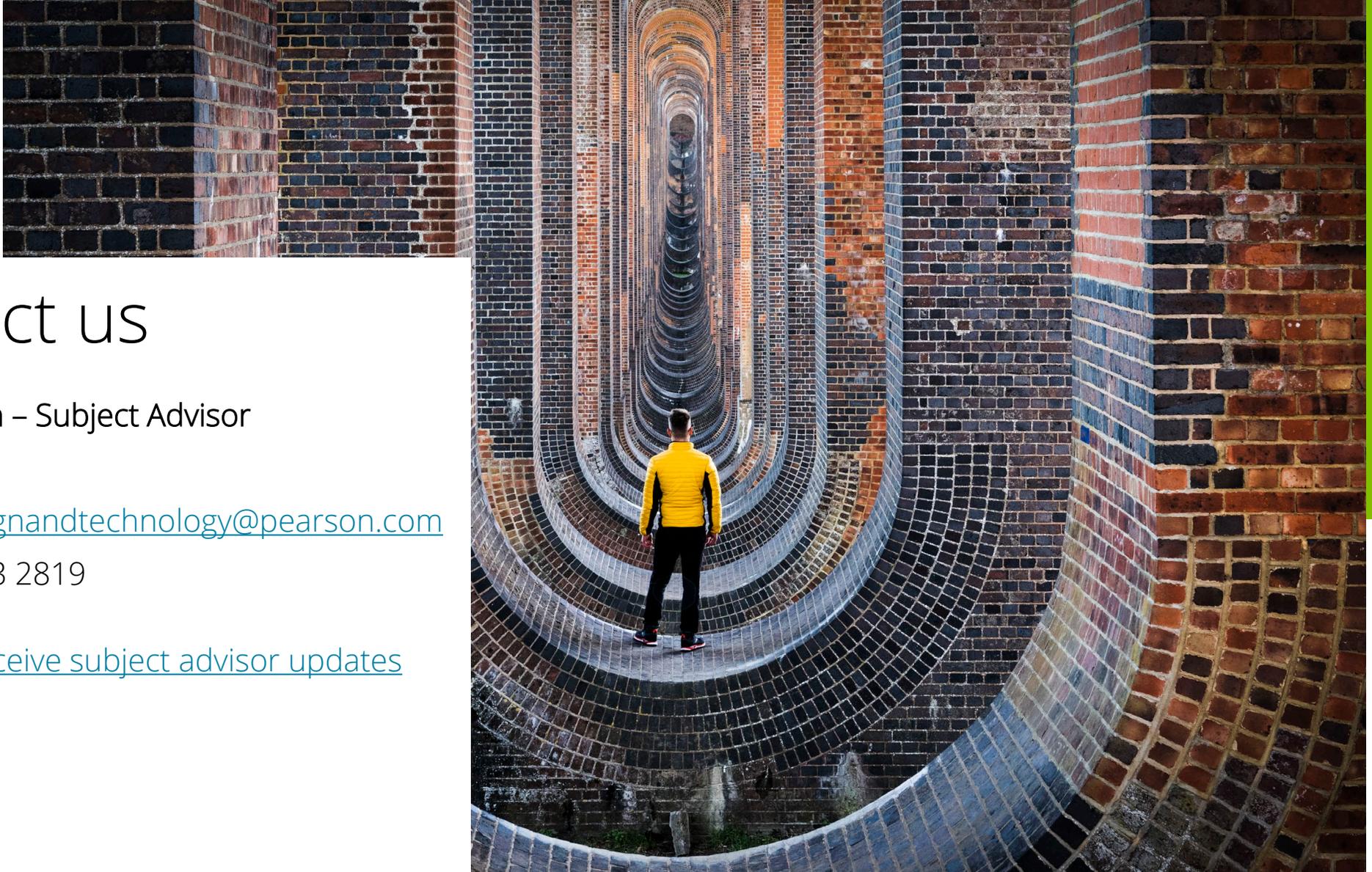
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