



GCSE – **NEW**

C600U20-1



DESIGN AND TECHNOLOGY Component 2

Contextual Challenge

1 JUNE 2018

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:

Sport and leisure - Design and make a creative solution to improve an individual or group sport or activity.

Education and development - Look at the specific needs of a target group and design an interesting and stimulating product that supports education and/or development.

Creative solution for a greener world - Consider the needs of future generations by developing a product with sustainability and the environment as central to its design.

Centres are reminded of the need to review the guidance on pages 36- 40 of the specification.