

IB DESIGN & TECHNOLOGY

Entry Requirement

Boys must have studied GCSE Design & Technology and achieved a minimum of grade 6.

Introduction

IB Design Technology aims to develop internationally minded people whose enhanced understanding of the technological world can facilitate our shared guardianship of the planet and create a better world.

IB Design Technology achieves a high level of technological literacy by enabling students to develop critical-thinking and design skills, which they can apply in a practical context. While designing may take various forms, it will involve the selective application of knowledge within an ethical framework.

It will focus on the design, development, analysis, synthesis and evaluation of problems, and their solution through practical activities. The creative tension between theory and practice is what characterizes design technology within the Diploma Programme experimental sciences.

Syllabus Content

All students study the following topics as part of the IB core:

- Human factors & ergonomics
- Resource management and sustainable production
- Modelling
- Final production
- Innovation and design
- Classic design

Coursework is a large component of the subject and comprises of one major 'design and make' project.

The 'design and make' project

encourages boys to tackle a design problem of their own choice, together with enough time to explore and develop an effective solution to that problem. The range of projects is wide ranging and includes: architecture, environmental, furniture, product and transport design.

Boys are encouraged to tackle projects that support their choice of university course/career and to work with a client.

Assessment

40% Coursework, 60% Examination

The external assessment consists of two written papers: a multiple choice paper and a short and long answer response paper.