



GCSE

3601U20-1, 3602U20-1, 3603U20-1

1 JUNE 2022

DESIGN AND TECHNOLOGY – Unit 2
Contextual Challenge

Duration 35 hours

**AVAILABLE ONLY TO CANDIDATES ENTERING THE WJEC
QUALIFICATION APPROVED BY QUALIFICATIONS WALES AND NOT
AVAILABLE TO CENTRES IN ENGLAND**

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:

Travel is said to ‘broaden one’s horizons’ and is considered a source of inspiration for many designers. Design and make an innovative product inspired by travel, that meets the needs and wants of a named user group.

‘Design is more than just problem solving, Design is about making the world more beautiful.’ Produce a creative solution to an identified problem that includes aesthetics at its core.

Investigate rapid changes in society. Design and produce an innovative product that responds to a specific rapid change in society solving a particular problem.

Centre information for 2022–2023

- After June 1st, teachers are free to decide when to share the contextual challenges with their learners.
- There are no restrictions or adaptations applied to this NEA from previous years.