



GCSE

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

1 JUNE 2023

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:

Portable and compact

Design and make an innovative portable product/s that can be folded, collapsed, or easily taken apart and stored in a compact format. The product should reflect contemporary styling and meet the needs and wants of the identified user group.

Complex needs

Users with complex needs often require products that stretch outside the mainstream. Identify a problem and produce an innovative solution for a niche market.

Longevity

The concept of a ‘throwaway society’ is unacceptable to many consumers. Create an innovative product that has been designed with longevity and sustainability at its heart to satisfy the needs of a particular target market.

Centre information for 2023–2024

- 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.