



## Why Study Design & Technology?

Design & Technology provides you with the opportunity to build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.

Studying Design & Technology presents you with the opportunity to develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

Through Design & Technology you learn skills enabling you to critique, evaluate and test ideas and products and the work of others. The skills you will learn through Design & Technology are required in a broad range of both professional and everyday settings.

## What skills will I learn?



**Technical ability** - You will learn technical skills and specialist knowledge of how things work or need to be designed and built.



**Problem solving** - You will develop problem solving skills and creative thinking to recognise problems and their causes, to identify a range of possible solutions and then assess and decide the best way forward.



**Organisation** - You'll need to be able to plan and schedule work. This could include being able to prioritise what needs to be done and by when.



**Creativity** - You will develop artistic design skills. This will help you develop your imaginative ideas and communicate your creative solutions.



**Time management** - All jobs require a good understanding of how time is managed in order to meet long and short deadlines.



**Analysis skills** - You will carry out your own research, collect and examine information in detail to arrive at a solution, to answer a key question or make an informed decision.



**Communication** - You may need to write about, explain or present your ideas and solutions. You will develop good listening skills, the ability to negotiate and be persuasive.

## What career could this lead too?

A broad range of careers increasingly rely on the skills developed through Design & Technology. This includes design, engineering, fashion, entertainment and construction.



### Product Designer



A product designer is responsible for the user experience of consumer products. This includes how it is interacted with and how it features recent innovation.

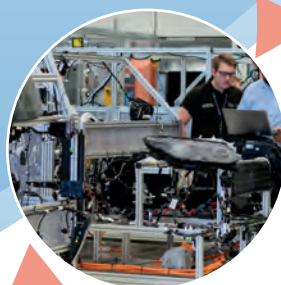


Architects design new buildings and the spaces around them, and work on the restoration and conservation of existing buildings.



### Architect

Engineers design and manage a wide variety of assignments including manufacturing, energy production and construction projects



### Engineer



## Other careers

- Animator** - draws and animates characters, buildings, objects and landscapes.
- Aerospace engineer** - design and build aircraft and spacecraft.
- Architect** - design and create plans and technical drawings of buildings.
- Bricklayer** - build and repair walls.
- Building control officer** - officers make sure regulations are followed when buildings are being constructed.
- Cabinet maker** - make wooden furniture.
- Computer-aided design technician** - use computers to design and manufacture buildings and machinery.
- Computer service and repair technician** - repair/maintain hardware, and install/repair software.
- CNC machinist** - use computer numerically controlled machine tools to create parts used in industry.
- Costume designer** - are in charge of the look and creation costumes and outfits.
- Electrician** - install and maintain electrical systems.
- Engineering craft machinist** - make parts used in manufacturing and engineering.
- Firefighter** - control and put out fires.
- Gardener** - design, manage, plant, and tend gardens.
- Game designer** - create computer games.
- Lighting technician** - produce, rig and build lighting systems used in film, TV and live events.
- Locksmith** - are skilled in the installation and repair of locks and other security devices.
- Model maker** - design and make 3D scale models to show how new buildings or products will look.
- Offshore roustabout** - keep the drilling area of an oil or gas rig in good working order.
- Pattern cutter** - create patterns based on drawings from a fashion designer.
- Plasterer** - coat the inside walls of buildings with plaster to make them ready for decorating.
- Plumber** - fit and repair water systems.
- Quantity surveyor** - manage the costs and budget of a building project from outset to completion.
- Set designer** - create the overall look of a theatre, television or film production.
- Signwriter** - produce hand-painted signs for places such as historic buildings, fairgrounds and shops.
- Telecommunications engineer** - fit and maintain phone and internet systems.
- Television/film producer** - manage media projects from beginning to completion.