



Harmonize Academy
Subject Overview
Design Technology



The NCFE Level 1 Award in Creative Craft is designed for learners to develop foundational skills and knowledge in various craft disciplines, comprising three mandatory units and offering practical experience.

NCFE Level 2 Certificate in Creative Craft suits learners from pre-16 upwards who wish to develop skills and knowledge in creative crafts, with no mandatory prior learning but Level 1 experience may be beneficial.

How do we deliver Design Technology?

Year 10 will complete the **NCFE Level 1 Award in Creative Craft** (601/3360/0)

Overview of the Qualification

The NCFE Level 1 Award in Creative Craft is aimed at learners aged pre-16 and above who wish to explore and develop their creative skills in crafting. This qualification is particularly suitable for those interested in pursuing a career in the creative industries or enhancing their personal crafting abilities.

Structure of the Qualification

Mandatory Units: The qualification consists of three mandatory units that learners must complete to achieve the award. These units cover essential skills and knowledge in creative crafting.

Learning Outcomes and Assessment

Skills Development: Learners will gain practical skills in their chosen craft area, including the use of tools, materials, and techniques. They will also learn about health and safety considerations relevant to crafting using wood/metal and plastics.

Assessment Methods: Assessment involves a portfolio of evidence, which includes worksheets, Photographic logs, and sketchbooks, demonstrating the learner's progress and understanding of the craft.

THERE IS NO WRITTEN EXAM FOR THIS SUBJECT

This qualification not only equips learners with basic crafting skills but also encourages creativity and independent working, making it a valuable stepping stone in the creative industry.

Year 11 will be entered for the **NCFE Level 2 Certificate in Creative Craft** (601/3232/2)

Level: 2 (equivalent to GCSE grades A*-C or 4-9)

Credits: 15 credits with 110 guided learning hours and 150 total qualification time

Overview of the Qualification

This qualification suits learners from pre-16 upwards who wish to develop skills and knowledge in creative crafts, with no mandatory prior learning but Level 1 experience may be beneficial. Centres determine suitability based on learners' abilities and assessment requirements.

Structure of the Qualification

There are 4 compulsory units that must be completed to achieve the full qualification, these include:

- Use materials, tools and equipment to develop craft techniques (3 credits)
- Investigate creative enterprise and employment opportunities (5 credits)
- Develop craft ideas (4 credits)
- Create, present and evaluate final craft item (3 credits)

Pupils are able to select their own projects to design and build. A Credit Certificate can be requested for learners who don't achieve their full qualification but who have achieved at least one whole unit.

Learning and Assessment Approach

Assessment: Internally assessed portfolio of evidence, externally moderated; no grades awarded but learners can resubmit work

The qualification encourages learners to:

- Use raw materials, tools, and equipment safely and competently
- Develop analytical, research, and evaluation skills
- Understand health and safety considerations in creative craft environments
- Explore enterprise and employment within the creative sector

Assessment can include diverse evidence such as coursework, sketches and professional discussions. Learners benefit from experiential learning cycles involving planning, doing, reflecting, and deciding.

Future pathways

Successful completion can lead to:

NCFE Level 3 Certificate/Diploma in Creative Craft, Art and Design, Photography, or Creative Media

Further study or employment in craft, arts, media, and communication industries

A Credit Certificate may be issued if a learner completes at least one unit but not the full qualification

This qualification offers a flexible, broadly applicable route for learners interested in developing craft-related skills, combining practical work with industry knowledge and enterprise awareness, supporting both personal development and career pathways in creative fields