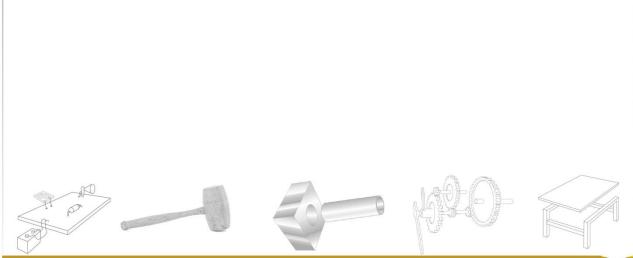


BOTSWANA EXAMINATIONS COUNCIL

2012 JCE DESIGN & TECHNOLOGY SCHEME OF ASSESSMENT





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1. INTRODUCTION

This document is intended to give guidance on how the JCE Design and Technology syllabus will be assessed in 2012.

2. ASSESSMENT OBJECTIVES

For purposes of assessment, the behavioural outcomes of instruction in the prescribed content have been classified into three broad skill areas known as assessment objectives. Brief descriptions of the assessment objectives are given below.

Assessment Objective 1: Understanding of Technical Principles and Concepts

Candidates will be assessed on their ability to recall and understand;

- 1.1 technological effects on society and the environment;
- 1.2 the significance of ICT in design activities;
- 1.3 various processes used to manipulate resistant materials;
- 1.4 basic principles and concepts of Design and Technology;
- 1.5 positive values and attitudes.

Assessment Objective 2: Application of Technical Principles and Concepts

Candidates will be assessed on their ability to;

- 2.1 use various processes to manipulate resistant materials;
- 2.2 communicate ideas clearly in verbal, written and graphical form;
- 2.3 manipulate materials, tools and equipment safely;
- 2.4 execute sound fabrication skills in making high quality products;
- 2.5 exercise cost effectiveness in selection of materials when making artifacts;
- 2.6 cost and market their products;
- 2.7 demonstrate a range of positive values and attitudes.

Assessment Objective 3: Problem Solving

Candidates will be assessed on their ability to;

- 3.1 incorporate technological concepts, systems and control in problem solving;
- 3.2 demonstrate creativity in their work as they solve real life problems;
- 3.3 make informed decisions when designing and making useful products;
- 3.4 incorporate indigenous materials in their design products.

3. SCHEME OF ASSESSMENT

The JCE Design and Technology syllabus will be assessed through two written papers and centrebased assessment.

	Paper 1	Multiple Choice Items
Time Weighting	1 hour 20%	Marks 40

This will be a 40 item multiple-choice paper assessing knowledge, understanding and application of Design and Technology concepts. Each item will have four options.

	Paper 2	Short-Answer and Structured Items
Time Weighting	2 hours 40%	Marks 60

This will be a written paper assessing knowledge, understanding and application of Design and Technology concepts, including handling equipment, design and problem solving skills. There will be two sections in the paper, that is, Sections **A** and **B**.

Section A: This section will present short-answer items assessing candidates' ability to express themselves while demonstrating in-depth knowledge of particular concepts of the subject. Candidates will answer **all** questions. This section will be worth **20 marks**.

Section B: This section will present four structured items of 10 marks each assessing candidates' ability to present their thoughts in a constructive, logical and consistent manner while drawing on knowledge of problem solving and applying it to real life situations. This section will be worth **40 marks**.

	Centre-Based Assessment		
Time Weighting	January to August in Form 3 40%	Marks	80

The purpose of this component is to afford candidates the opportunity to demonstrate their ability to apply design and technological skills and concepts as well as problem solving skills over a period of time. Each candidate will be required to work on a project that will produce a portfolio and a product. Both the portfolio and the product must be submitted for a grade to be awarded. Candidates will be assessed by teachers during the course of study.

Candidates will be required to design and make suitable products, which conform to a given theme to be provided by Botswana Examinations Council (BEC) at the end of year 2. The product should be completed by mid August of the final year.

Marks awarded by the centre will be moderated by BEC.

Note: See Appendix A for marking criteria for the portfolio and Appendix B for marking criteria for the product.

APPENDIX A: MARKING CRITERIA FOR PORTFOLIO

Торіс	Skill	Levels of Response	Mark	Max
				Mark
		No analysis of the theme	0	
		Definition and source	1	
	Demonstrate a clear understanding of the theme.	Correct illustration of three products/activities related to the aspects. <i>(at least one</i>	3	
		product/activity per aspect	3	-
Theme		Correct explanation of three products/activities.(<i>at least one</i> <i>product/activity per aspect</i>)	5	10
		Examination of one area of in	terest	
		No area examined	0	
		One area examined	2	
		Evidence of understanding the theme	1	1

Τορίς	Skill	Levels of Response	Mark	Max. Mark
		No statement of the situation	0	
Situation	Derive a situation from the theme	Clear statement of the situation	1	
	analysis	Clear statement of the situation that relates to the area of interest	1	2
		No statement of the problem.	0	
Problem	Identify a problem from the situation.	Clear statement of the problem	1	2
		Clear statement of the problem that relates to the situation	1	
		No statement of the brief/ Preconceived/naming the product	0	
Brief	Formulate a brief from the problem.	Clear statement of the brief	1	2
		Clear and concise statement of intent that relates to the problem	1	

Τορίς	Skill	Levels of Response	Mark	Max. Mark
	Formulate relevant specifications in order to guide the	No specifications/ irrelevant/ unjustified	0	
		One specification	1	
Specifications		Two specifications	2	5
	design activity	Three specifications	3	
		Four specifications	4	
		Five or more specifications	5	

Τορίς	Skill	Levels of Response	Mark	Max. Mark
		No solution / irrelevant	0	
	Generate a variety of possible solutions to a	Two existing ideas analysed	1	
		Two different initial ideas	2	
Exploration of		Candidates must have two different		6
Exploration of ideas		initial ideas to be considered for the		0
	given problem.	marks below:		
		Graphical illustration	1	
		Function	1	
		Justification of chosen idea	1	

Торіс	Skill	Levels of Response	Mark	Max. Mark
		No development of chosen solution.	0	
		Methods of construct	ion	-
		Alternative methods considered	1	
		Justification of choice	1	-
		Materials		-
		Alternative materials considered	1	-
		Justification of choice	1	-
Development	Show logical progression of all the aspects of	Safety		-
of chosen solution		No safety consideration	0	-
	development	Some safety consideration	1	-
		Presentation drawing		8
		pictorial drawing not rendered	0	-
		pictorial drawing well rendered but not proportioned	1	
		pictorial drawing well rendered and proportioned	2	
		Logical progression of all aspects of the development	1	

General Objectives	Levels of Response	Mark	Max. Mark
		-	
Produce a	No working drawing/irrelevant	0	
detailed working drawing using	Correct views	I	4
conventional methods.	Front view	1	_
	End view	1	-
	Plan	1	
	Dimensions	1	-
	Objectives Produce a detailed working drawing using conventional	Objectives Working drawing to be don the presentation draw Produce a detailed working drawing using conventional methods. No working drawing/irrelevant Front view Front view End view Plan	ObjectivesWorking drawing to be done using the presentation drawingProduce a detailed working drawing using

Торіс	Skill	Levels of Response	Mark	Max. Mark
		No production plan/irrelevant	0	
		Time allocation		
	Produce a detailed and sequential production plan	Unrealistic/little	0	-
		Realistic	1	-
Production plan		Material list		6
	of the intended product	No material list	0	
		Parts listed but some items missing/ incorrect sizes	1	-
		All parts listed with correct sizes	2	
		Tools		

No tools mentioned/insufficient	0
Sufficient tools mentioned	1
Sequential production	plan
- No sequence	0
- Little planning	1
- Adequate planning	2

Торіс	Skill	Levels of Response	Mark	Max. Mark
		No portfolio	0	
	Present all	Presentation techniqu	ies	-
	components of the portfolio in a clear, attractive and logical way	Four to five techniques	1	5
Presentation		Six or more techniques	2	
		Sequencing of the design process	1	
		Good written communication skills	1	
		Portfolio presentation	1	

APPENDIX B: MARKING CRITERIA FOR PRODUCT

Τορίς	Skill	Levels of Response	Mark	Max. Mark
Suitability for purpose	Show how the outcomes satisfy the requirements	Does not meet the requirements of the brief/specifications	0	
		Meets the brief	1	
		Meets one specification	1	5
		Meets two specifications	2	
		Meets three specifications	3	
		Meets four or more specifications	4	

Торіс	Skill	Levels of Response	Mark	Max. Mark
		Range of skills display	/ed	
		1 - 3 skills	1	
		4 skills	2	
		5 skills	3	-
Manufacturing	Produce a quality product	6 or more skills	4	-
skills		Standard of making skills		- 16
		Unacceptable	0	-
		Low	1	_
		Limited	2	
		Good	4	

Proficient	6
Construction methods	
All appropriate	1
Precision and accurac	У
Minor inaccuracies	1
Accurate and precise	2
Safety considerations	6
All safety aspects considered	1
Appearance	
Finish not well done	1
Aesthetically appealing finish	2

Торіс	Skill	Levels of Response	Mark	Max.
				Mark
Use of materials	Make sound judgment in choice of materials	Use of materials		
		Not economic and unsuitable	0	
		Economic	1	2
		suitable	1	
		No evaluation/irrelevant	0	
Evaluation	Appraise their products in line with the brief and specifications	Reference to brief		
		No reference made	0	
		Reference made	1	
		Reference to specifications		

No reference	e made	0	
Reference r	made to 1-3	1	
specification	ns		
Reference r	made to 4-5	2	
specification	ns		
Ev	vidence of testing		
No evidence	e of	0	
testing/supe	erficial testing		
Some testir	ng done	1	7
Testing don	e with objectivity	2	
	Modifications		
No acknow	edgement made	0	
Acknowledg	gement made	1	
	Improvements		
None sugge	ested	0	
Some sugg explained	ested and	1	