

## 2026/27 GCSE Non-Examined Assessment (NEA).

ACCESS FM = Aesthetics, Cost, Customer (USER), Environment, Size, Safety, Function, Materials + Ergonomics

All user feedback to be in purple pen

Section	Page	Page title	What do I need to do?	Done!
10 Marks June	1	Exploring & analysing the contexts	Comprehensively explore each of the contexts, identify what the words really mean, what do you think of when you read the contexts? Gather relevant images to enhance your work. Link to the 5 key designers if appropriate. Speak to possible users and add their feedback to the sheet.	
	2	Research problems in relation to chosen context or contexts	Thoroughly consider and identify a range of problems, where are they located? What context do they link to? Take photos to show location, describe what the problems are, where the problems happen, when the problem happens, who the problem affects. What are your users needs and wants for each problem? Ask your potential user/s for feedback. Decide on a chosen context and user. Which context best fits your user's needs and wants and why.	
		User profile, User wants, needs and values.	Interview your user- include their Demographic, profession/job, likes, dislikes, hobbies. Which context best fits your user's needs and wants and why.	
	3	Problem Research on the chosen context	Having decided on the context, take more in-depth photos of the problem. Ask your user what they really want and need. Take photos of the space where the product is to go- take measurements link to Ergonomics and Anthropometrics. Take measurements & photos of the items the product is to hold.	
10 Marks July - Sept	4	Research Summary & Explore a design brief.	Write a conclusion on what you have found out so far, what is the problem you are trying to solve? Consider what your user wants you to design & make in order to solve a problem, write a range of possible design briefs. Consider the cost, style, theme and materials. Ask your user for feedback.	
	5*	Draft Design Brief & Draft Specification	Write a design brief that you believe best fits what your user wants, demonstrate a good understanding of the task and directly link to the context. Using ACCESS FM + E, write a comprehensive specification linking to testing. Once completed, you must show your user and gain feedback in purple pen.	
	8*	Final Design Brief & Specification	Using the feedback from your user, alter your design brief, specifications and testing to ensure they match the wants, needs and values of your user. (This information will now be used throughout your work)	
30 Marks July Sept - Nov	6*	Inspiration board	Gather images of similar products currently used to solve the problem you are looking at. Add user feedback, what do they like (green), dislike (red) link to materials, joining method, colours. Research designers/companies who make similar products.	
	7*	Product Analysis	Look at, at least 3 products that are currently used to solve your problem. Using ACCESS FM + E analyse the products and decide how successful the product is. Look at customer reviews. Look at problems the product has and ask your users opinion. 1 product must be from a company/designer	
	9	Design Ideas + Decision matrix	With your design brief and spec in mind draw at least 10 sketches. You need to add annotation to explain features- what does it do? How does it work? Materials, thicknesses, colours, fixings. Against each design in red and green pen add user feedback. Produce a decision matrix against your specification points – do your ideas meet them yes or no? Do your ideas meet the brief and context?	
	10	Material research	With your chosen idea in mind research the materials/ fixings/ finishes you intend to use. What sizes do they come in/ thickness/ costs. What do we have available in school- processes and tools.	
	11	Testing materials	Experiment with materials, joints, tools, processes and finishes to ensure they are fit for purpose. Take photos add user feedback.	
		Testing against specification	Use your specification grid, add a column and test against specification. What joints will you use? Are thicknesses correct? What materials/ finishes are you going to use and why? Conclude your findings.	
	12	Idea Development & How will you make it?	Using user feedback and what you have learnt in material testing, refine your ideas to draw a developed final design. Add dimensions in mm, label materials, functions and joining methods. State how you will make it, what tools and processes you will use?	
	13	Iteration 1	Make a scale model. Test it. Gain critical user feedback. Take photos of it being tested. Compare to your specification. What improvements do you need to make? Why?	
	14	Iteration 2	Using the feedback from iteration 1 evolve your idea showing development/ improvements from your 1 <sup>st</sup> idea. Test it. Gain critical user feedback. Take photos being tested. Compare to your specification. What improvements do you need to make? Why?	
	15	Iteration 3 – AI/sketch up	Using the feedback from iteration 2 evolve your idea showing development/ improvements from your 2nd idea. Gain user feedback. Take photos. Compare to your specification.	
30 Marks Dec – Feb half term	16	Exploded sketch up* drawing	Using sketchup*, model your product to scale, using groups, with correct thicknesses as an exploded view. Add dimensions. Take screen shots.	
	17	Sketch up*	Create a sophisticated scale model of your final design to clearly communicate to a 3 <sup>rd</sup> party. Ensure you use groups and create the model like you would 'manufacture it'. Using the correct thickness of materials, add finishes, handles, features, add in 'products' to show it being tested/ in context. Reflect on how you will make it- from sheet 12 Take screen shots & label the views.	
	18	Cutting plan with exploded sketch up parts + Costing sheet	1. Complete a cutting list form 2. Add images of each exploded part and label + a final image 3. Complete a costing sheet	
20 Marks Feb - March	19	Production Plan	Produce a step-by-step logical guide to making the actual product. Using your exploded sketch up show how you intend to manufacture your product. Each step must include all tools, materials, processes and equipment and estimated times for each stage as well as health and safety information.	
	20	Final Product	Use appropriate making skills and processes to manufacture a high-quality, accurate, functioning product following your plan. Keep a diary of what you have achieved each lesson.	
Making photos & Problems during manufacture		Take photos of making your product, remember to include the problems you had whilst making. How would you overcome these if you were to make it again? Evaluate your production plan as you go.		
20 Marks Feb - March	21	Testing & User feedback	Take photos of your product being tested by the user, gain critical user feedback- refer back to your user needs and wants.	
	22	Evaluation of product against spec points	Does it meet your specification points? How do you know? Have you met your design brief and context?	
	23	Modification sheet	Respond to the feedback. What would you change? Why? Design a new product- either sketch by hand or use sketch up/AI How would you make these changes? Link to spec points/ production plan/ users needs and wants.	
	24	Overall evaluation of the NEA process	Look back from the start and reflect on every section of the NEA process. How have the decisions you made effected the final product? What would you do differently? Fully reflect and be critical.	