



Cambridge International Examinations
Cambridge International General Certificate of Secondary Education

DESIGN AND TECHNOLOGY

0445/11

Paper 1 Product Design

May/June 2017

MARK SCHEME

Maximum Mark: 50

Published

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This document consists of **4** printed pages.

Question	Answer	Marks
1(a)	Accept any four additional suitable points – easy to access, portable, easy to replenish, pots kept upright, hygienic, easy to clean, minimal size. Accept other valid responses. 1×4	4
1(b)	Accept drawings of any two stacking methods – vertical/horizontal, base smaller than top, rebates, pins, location slots. Accept other valid responses. 2×2	4
1(c)	Any suitable ideas. At least three different ideas for maximum marks. Pro rata if fewer. Communication Simple drawings displaying a low standard or limited range of techniques. 0–2 Clear drawings displaying a good standard and a range of techniques – shading, colour, annotation. 3–4 High quality drawings using a wide range of techniques with clear annotation and detail. 5–6	6
	Suitability Simplistic designs showing outlines only. 0–2 Rather more detail, sensible solutions that could work. 3–4 Accurate solutions, good fitness for purpose, construction detail. 5–6	6

Question	Answer	Marks
2(a)	Accept any four additional suitable points – attractive colour/shape, has impact, menus will not blow away, easy access to menus, lightweight to carry, easy to store/fold. Accept other valid responses. 1×4	4
2(b)	Accept drawings of any two holding methods – vertical slot, horizontal 'letter box' slot, under flap, under clips. Accept other valid responses. 2×2	4

Question	Answer	Marks
2(c)	Any suitable ideas. At least three different ideas for maximum marks. Pro rata if fewer. Communication Simple drawings displaying a low standard or limited range of techniques. 0–2 Clear drawings displaying a good standard and a range of techniques – shading, colour, annotation. 3–4 High quality drawings using a wide range of techniques with clear annotation and detail. 5–6	6
	Suitability Simplistic designs showing outlines only. 0–2 Rather more detail, sensible solutions that could work. 3–4 Accurate solutions, good fitness for purpose, construction detail. 5–6	6

Question	Answer	Marks
3(a)	Accept any four additional suitable points – simple to play, can be played by different numbers of people, appeals to young people, includes food they would eat, specified reward. Accept other valid responses. 1×4	4
3(b)	Accept drawings of any two amusement features – flashing lights, sound effects, food shapes, moving features. Accept other valid responses. 2×2	4
3(c)	Any suitable ideas. At least three different ideas for maximum marks. Pro rata if fewer. Communication Simple drawings displaying a low standard or limited range of techniques. 0–2 Clear drawings displaying a good standard and a range of techniques – shading, colour, annotation. 3–4 High quality drawings using a wide range of techniques with clear annotation and detail. 5–6	6
	Suitability Simplistic designs showing outlines only. 0–2 Rather more detail, sensible solutions that could work. 3–4 Accurate solutions, good fitness for purpose, construction detail. 5–6	6

Question	Answer	Marks
1, 2 & 3(d)	Evaluation of each of the ideas. At least 3 evaluations up to 2 marks each.	6
	Selection and justification.	1+1 2
1, 2 & 3(e)	Quality of drawing Poor line quality, proportions, little detail Good line work, use of colour, proportions, some detail. High standard throughout with a range of techniques that show clearly all detail.	1 2–3 4 4
	Dimensions 2 or 3 overall dimensions only Additional detail dimensions	1 1 2
	Construction detail A simplistic approach showing little or no detail of construction to be used. Most construction detail may be obvious from overall views or from some annotation. All construction detail will be clear with good annotation and additional detail drawings as necessary	0–2 3–4 5–6 6
1, 2 & 3(f)	Suitable specific materials stated.	1+1 4
	Appropriate reasons for choice.	1+1
1, 2 & 3(g)	Suitable method described.	1 6
	Good detailed description of: processes tools	0–3 0–2