

# Cambridge IGCSE™

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**DESIGN AND TECHNOLOGY****0445/11**

Paper 1 Product Design

**May/June 2025**

MARK SCHEME

Maximum Mark: 50

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**Published**

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge International will not enter into discussions about these mark schemes.

Cambridge International is publishing the mark schemes for the May/June 2025 series for most Cambridge IGCSE, Cambridge International A and AS Level components, and some Cambridge O Level components.

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This document consists of **12** printed pages.

**PUBLISHED****Generic Marking Principles**

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptions for a question. Each question paper and mark scheme will also comply with these marking principles.

**GENERIC MARKING PRINCIPLE 1:**

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

**GENERIC MARKING PRINCIPLE 2:**

Marks awarded are always **whole marks** (not half marks, or other fractions).

**GENERIC MARKING PRINCIPLE 3:**

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

**GENERIC MARKING PRINCIPLE 4:**

Rules must be applied consistently, e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

**GENERIC MARKING PRINCIPLE 5:**

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

**GENERIC MARKING PRINCIPLE 6:**

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

**Annotations guidance for centres**

Examiners use a system of annotations as a shorthand for communicating their marking decisions to one another. Examiners are trained during the standardisation process on how and when to use annotations. The purpose of annotations is to inform the standardisation and monitoring processes and guide the supervising examiners when they are checking the work of examiners within their team. The meaning of annotations and how they are used is specific to each component and is understood by all examiners who mark the component.

We publish annotations in our mark schemes to help centres understand the annotations they may see on copies of scripts. Note that there may not be a direct correlation between the number of annotations on a script and the mark awarded. Similarly, the use of an annotation may not be an indication of the quality of the response.

The annotations listed below were available to examiners marking this component in this series.

**Annotations**

<b>Annotation</b>	<b>Meaning</b>
	Incorrect point
	Indicates that the point has been noted, but no credit has been given
	Correct point
Numbers	Indicating the mark allocated for the response

**Performance description tables**

Each question contains some marks which are awarded using the following performance description tables.

**Communication of ideas**

Mark	Performance description
5–6	Ideas are communicated with precision and clarity through the use of accurate drawings and reasoned annotations linked to most of the requirements.
3–4	Ideas are displayed with some clarity through clear drawings supported by annotations referring to some of the requirements.
1–2	Simple drawings and limited annotations show little understanding of the requirements.
0	No creditable response.

**Suitable designs**

Mark	Performance description
5–6	Designs showing most aspects of construction detail. Creative solutions which fully meet the requirements.
3–4	Designs with moderate construction detail. Sensible solutions that mostly meet the requirements.
1–2	Simplistic designs with little construction detail. Solutions do not meet many of the requirements.
0	No creditable response

**Quality of drawing**

Mark	Performance description
4	High standard of line quality, use of colour and proportions. Appropriate techniques used that show clearly all detail.
2–3	Good line quality, use of colour and proportions. Most of the detail presented.
1	Poor line quality and proportions. Little detail presented.
0	No creditable response.

**Construction details**

<b>Mark</b>	<b>Performance Description</b>
<b>5–6</b>	All construction detail clear with good annotations and/or additional detail drawings as necessary.
<b>3–4</b>	Most construction may be obvious from overall views or with some annotation.
<b>1–2</b>	A simplistic design; little or no detail of construction used.
<b>0</b>	No creditable response.

**Guidance on using the performance description tables**

Marking should be positive, rewarding achievement where possible but clearly differentiating across the whole range of marks available.

In approaching the assessment process, examiners should look at the work and then make a 'best fit' judgement as to which level statement it fits. In practice the work does not always match one level statement precisely so a judgement may need to be made between two or more level statements.

Once a 'best fit' level statement has been identified the following guide should be used to decide on a specific mark:

- Where the candidate's work **convincingly** meets the level statement, the highest mark should be awarded
- Where the candidate's work **adequately** meets the level statement, the most appropriate mark in the middle of the range should be awarded
- Where the candidate's work **just** meets the level statement, the lowest mark should be awarded.

Candidates answer **one** question, **either 1 or 2 or 3**.

Question	Answer	Marks	Guidance
1(a)	Accept any <b>four</b> additional specification points – Keep the bottles stable; have the labels of the bottles visible; be able to be easily refilled; easy to clean, be stable on different surfaces; easy for the customer to access and take a bottle. [1 × 4]	<b>4</b>	Each specification point – 1 mark No repeats from question: display 12 bottles of water, freestanding, one bottle accessed at a time.  Only accept unqualified answers (even if only <b>one</b> word) if relevant to this specific design problem eg.stable  <b>not</b> generic answers such as safe, aesthetic, strong, nice, cheap, durable, recyclable / environmentally friendly / sustainable, lightweight, compact  Any other valid response
1(b)	Accept drawings of any <b>two</b> methods of holding multiple cylindrical objects: holes cut through timber; long rectangular box for them to stack; vacuum formed tray with circular indentations; wire baskets for one bottle; tubes; fabric pockets [2 × 2]	<b>4</b>	Maximum of 2 marks for each drawing: Appropriate method named / described – 1 mark Clear sketch – 1 mark Any other valid response
1(c)	Any <b>three</b> suitable ideas.  Award up to <b>6 marks for communication of ideas</b> using the 'Communication of ideas' table.  Award up to <b>6 marks for suitable designs</b> using the 'Suitable designs' table.	<b>12</b>	At least <b>three different</b> ideas for maximum marks. Pro rata if fewer.
1(d)	Award up to <b>6 marks for evaluation</b> of the ideas:  Evaluation [2 × 3] e.g., Advantage + disadvantage explained for each idea  Selection [1] Justification[1]	<b>8</b>	Simple repeats of same points for each idea not rewarded. Specific not generic justification. Award maximum marks if only either advantage or disadvantage given for each as long as includes sophisticated reasoning.

Question	Answer	Marks	Guidance
1(e)	<p>Award up to <b>4 marks for quality of drawing</b> using the 'Quality of drawing' table.</p> <p>Award up to <b>2 marks for dimensions:</b></p> <p>2 or 3 overall dimensions only – <b>1 mark</b> Additional detail dimensions – <b>1 mark</b></p> <p>Award up to <b>6 marks for construction detail</b> using the 'Construction details' table.</p>	<b>12</b>	Additional detail dimensions might show thickness of materials, diameters, etc.
1(f)	<p>Accept any <b>two</b> suitable <b>specific</b> materials. [1 × 2]</p> <p>Accept any <b>appropriate</b> reason for choice of <b>each</b> material [1×2]</p>	<b>4</b>	<p>Each suitable specific material – 1 mark</p> <p>Generic terms such as wood, metal, plastic <b>not</b> accepted.</p> <p>Appropriate reason for each material – 1 mark</p> <p>Materials must be appropriate for the design shown in <b>(e)</b></p>
1(g)	Accept any suitable manufacturing process. [1 × 1]	<b>1</b>	Process must be appropriate for design in <b>(e)</b> .
	Award up to <b>3 marks for description of process.</b>	<b>3</b>	Detailed description for 3 marks
	Award up to <b>2 marks for names of tools used</b>	<b>2</b>	Not just basic tools such as pencil, rule, etc.

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Question	Answer	Marks	Guidance
OR			
2(a)	Accept any <b>four</b> additional specification points – Must be easy to read by children; must be stable / stand upright; must have pictograms to show height restrictions; must have colours / themes to suit the theme park; must be easy to set up by staff; should be easy to change the height restriction. [1 × 4]	<b>4</b>	Each specification point – 1 mark No repeats from question: Made from lightweight graphic materials, be adjustable, indicate height restrictions for different rides.  Only accept unqualified answers (even if only <b>one</b> word) if relevant to this specific design problem e.g. water resistant / proof, stable, portable / easily transported.  <b>not</b> generic answers such as safe, lightweight, aesthetic, strong, nice, cheap, durable, recyclable /environmentally friendly / sustainable  Any other valid response
2(b)	Accept drawings of any <b>two</b> methods of temporarily fixing lightweight graphic material: Velcro; plastic nut and bolt; slot mechanism; locking tabs; fold over and interlocking flaps, crash locks, arrow tabs, staples, split pins, paper clips, clic rivets, etc. [2 × 2]	<b>4</b>	Maximum of 2 marks for each drawing: Method named / described – 1 mark Clear sketch – 1 mark Any other valid response
2(c)	Any <b>three</b> suitable ideas.  Award up to <b>6 marks for communication of ideas</b> using the 'Communication of ideas' table.  Award up to <b>6 marks for suitable designs</b> using the 'Suitable designs' table.	<b>12</b>	At least <b>three different</b> ideas for maximum marks. Pro rata if fewer.

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<b>Question</b>	<b>Answer</b>	<b>Marks</b>	<b>Guidance</b>
2(d)	Award up to <b>6 marks for evaluation</b> of the ideas:  Evaluation [2 × 3] e.g. Advantage + disadvantage explained for each idea  Selection [1] Justification[1]	<b>8</b>	Simple repeats of same points for each idea not rewarded. Specific not generic justification. Award maximum marks if only either advantage or disadvantage given for each as long as includes sophisticated reasoning.
2(e)	Award up to <b>4 marks for quality of drawing</b> using the 'Quality of drawing' table.  Award up to <b>2 marks for dimensions</b> :  2 or 3 overall dimensions only – <b>1 mark</b> Additional detail dimensions – <b>1 mark</b>  Award up to <b>6 marks for construction detail</b> using the 'Construction details' table.	<b>12</b>	Additional detail dimensions might show thickness of materials, diameters, etc.
2(f)	Accept any <b>two</b> suitable <b>specific</b> materials. [1 × 2]  Accept any <b>appropriate</b> reason for choice of <b>each</b> material [1 × 2]	<b>4</b>	Each suitable specific material – 1 mark Generic terms such as wood, metal, plastic <b>not</b> accepted. Appropriate reason for each material – 1 mark Materials must be appropriate for the design shown in <b>(e)</b>
2(g)	Accept any suitable manufacturing process. [1 × 1]	<b>1</b>	Process must be appropriate for design in <b>(e)</b> .
	Award up to <b>3 marks for description of process</b> .	<b>3</b>	Detailed description for 3 marks
	Award up to <b>2 marks for names of tools used</b> .	<b>2</b>	Not just basic tools such as pencil, rule, etc.

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Question	Answer	Marks	Guidance
OR			
3(a)	Accept any <b>four</b> additional specification points – Must have a counting mechanism; sensors to detect number of people; clear barrier; easy to program number of people; safe so as not to hurt people; visual indicator to allow people to see when they should stop, easy to maintain / operate / low maintenance, count accurately. [1 × 4]	<b>4</b>	Each specification point – 1 mark No repeats from question: automatically count people, stop people from entering at a certain number  Only accept unqualified answers (even if only <b>one</b> word) if relevant to this specific design problem e.g. water resistant / proof, accurate  <b>not</b> generic answers such as safe, lightweight, aesthetic, strong, nice, cheap, durable, recyclable / environmentally friendly / sustainable  Any other valid response  Any other valid response
3(b)	Accept drawings of any <b>two</b> methods which can be used to automatically sense movement past a fixed point: light gates, mechanical counters connected to a rotating barrier, pressure sensor, cameras detecting movement, PIR sensors, mercury switches, laser sensor. [2 × 2]	<b>4</b>	Maximum of 2 marks for each drawing: Method named / described – 1 mark Clear sketch – 1 mark Any other valid response
3(c)	Any <b>three</b> suitable ideas.  Award up to <b>6 marks for communication of ideas</b> using the 'Communication of ideas' table.  Award up to <b>6 marks for suitable designs</b> using the 'Suitable designs' table.	<b>12</b>	At least <b>three different</b> ideas for maximum marks. Pro rata if fewer.

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<b>Question</b>	<b>Answer</b>	<b>Marks</b>	<b>Guidance</b>
3(d)	Award up to <b>6 marks for evaluation</b> of the ideas:  Evaluation [2 × 3] e.g. Advantage + disadvantage explained for each idea  Selection [1] Justification[1]	<b>8</b>	Simple repeats of same points for each idea not rewarded. Specific not generic justification. Award maximum marks if only either advantage or disadvantage given for each as long as includes sophisticated reasoning.
3(e)	Award up to <b>4 marks for quality of drawing</b> using the 'Quality of drawing' table.  Award up to <b>2 marks for dimensions</b> :  2 or 3 overall dimensions only – <b>1 mark</b> Additional detail dimensions – <b>1 mark</b>  Award up to <b>6 marks for construction detail</b> using the 'Construction details' table.	<b>12</b>	Additional detail dimensions might show thickness of materials, diameters, etc.
3(f)	Accept any <b>two</b> suitable <b>specific</b> materials. [1 × 2]  Accept any <b>appropriate</b> reason for choice of <b>each</b> material [1x2]	<b>4</b>	Each suitable specific material – 1 mark Generic terms such as wood, metal, plastic <b>not</b> accepted. Appropriate reason for each material – 1 mark Materials must be appropriate for the design shown in <b>(e)</b>
3(g)	Accept any suitable manufacturing process. [1 × 1]	<b>1</b>	Process must be appropriate for design in <b>(e)</b> .
	Award up to <b>3 marks for description of process</b> .	<b>3</b>	Detailed description for 3 marks
	Award up to <b>2 marks for names of tools used</b> .	<b>2</b>	Not just basic tools such as pencil, rule, etc.