We have updated this syllabus. The latest syllabus is version 2, published June 2015.

Changes have been made to page 8.

Sentence 3 has been updated and now states: This syllabus is only available to Centres in Bangladesh, The Maldives and Pakistan. It is also available to private candidates in Mauritius in June.

The structure of Component 3 Design Assignment has been changed for examination from June 2016 onwards.

From June 2016 the component 3: Design Assignment paper will have a different format. Questions are based on a design scenario giving candidates the opportunity to develop their design work from their own first-hand studies. This could be observational drawings, photographs, interviews or other forms of recording from observation. Final outcomes can be produced in any media outlined in the syllabus that and could include, graphic design including advertising materials for web or print media. Fashion and textiles designs for either garments, accessories, patterns or fabric based artworks. Spatial design work such as interior or exterior architecture plans or renderings; mosaics, murals and environmental design or concept artwork for games. This list is not exhaustive and the scenarios are intended to be a starting point for the development of design work that meets the assessment objectives.

For example:

- A kitchenware company is launching a new product. From your own drawings of kitchen utensils and equipment design either a new product or the advertising materials for use in shops and online.
- From your drawings of shells and feathers, design a pattern which could be used in the home.
- From your drawings of watches, clocks and related artefacts develop design work based on the theme of Time Travel. For example you could design a pattern, a book cover, a digital magazine article or a game.
- From your own drawings of insects develop ideas for a stage production called The Insects. You could design the costume, accessories or background or promotional advertising; or you could develop ideas for the props or set design including lighting.