

AQA A-LEVEL DESIGN AND TECHNOLOGY (DT) PRACTICE TEST (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

VISIT US ONLINE FOR
THE FULL VERSION STUDY GUIDE

<https://aqaaleveldt.examzify.com>



Copyright © 2026 by Examzify - A Kaluba Technologies Inc. product.

ALL RIGHTS RESERVED.

No part of this book may be reproduced or transferred in any form or by any means, graphic, electronic, or mechanical, including photocopying, recording, web distribution, taping, or by any information storage retrieval system, without the written permission of the author.

Notice: Examzify makes every reasonable effort to obtain accurate, complete, and timely information about this product from reliable sources.

SAMPLE

Table of Contents

Copyright	1
Table of Contents	2
Introduction	3
How to Use This Guide	4
Questions	5
Answers	8
Explanations	10
Next Steps	15

SAMPLE

Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

Questions

SAMPLE

1. What is Physical Vapour Deposition?

- A. Coating an object with a thin film of something via evaporation and condensation
- B. Etching a surface to remove material
- C. Applying a thick paint layer by brush
- D. Sputtering a surface with ions

2. Which statement is true about CAD CAM systems in automation and stock control?

- A. They can be used to automate stock control using EPOS data
- B. They require manual data only
- C. They cannot interact with stock control
- D. They only manage design files

3. What forms do woods usually come in?

- A. Rough sawn
- B. Planed square edge
- C. Planed all round
- D. All of the above

4. Entrepreneurs often work in collaboration with which professionals?

- A. Designers
- B. Engineers
- C. Ergonomists
- D. All of the above

5. How is financial feasibility typically calculated?

- A. Split cost into direct and indirect per unit time
- B. Use only direct costs
- C. Compare to marketing budget
- D. Ignore production rate

6. What is Quality Assurance?

- A. Procedures and policies employed to reduce waste (muda—anything not useful to customer) and ensure accuracy
- B. A system for marketing quality products to customers
- C. A process of inspecting final products only
- D. A method of pricing products based on quality

7. In a mobile phone, which item is an example of a trademark?

- A. Copyright—Legal statement in the information settings.
- B. Patent—CPU unit.
- C. Registered design—Bezelled edge.
- D. Trademark—Company logo.

8. In SCAMPER, which action is represented by the letter R?

- A. Substitute
- B. Combine
- C. Rearrange
- D. Put

9. What does quick response manufacturing do?

- A. Increases component lead times
- B. Greatly reduces the time between prototyping and production
- C. Requires larger batch sizes
- D. Meets client need slowly

10. As Art Deco developed, which trend became more popular?

- A. Ornamentation without streamline
- B. Vibrant color blocking and asymmetry
- C. Streamlining
- D. Monochrome brutalism

Answers

SAMPLE

1. A
2. A
3. D
4. D
5. A
6. A
7. D
8. C
9. B
10. C

SAMPLE

Explanations

SAMPLE

1. What is Physical Vapour Deposition?

- A. Coating an object with a thin film of something via evaporation and condensation
- B. Etching a surface to remove material
- C. Applying a thick paint layer by brush
- D. Sputtering a surface with ions

Physical Vapour Deposition is about forming a thin, uniform film on a surface by transferring material from a source as a vapor and letting it condense on the workpiece. In practice this often means evaporating the coating material in a vacuum so its vapor travels to the substrate and deposits as a thin film. This matches the idea of coating an object with a thin film via evaporation and condensation. The other options describe different processes: removing material (etching), applying a thick paint by brush (not a vapor-deposited film), or describe sputtering as the action of bombarding a surface with ions. While sputtering is a way to achieve PVD, the fundamental description of Physical Vapour Deposition is the vapor-to-film coating via evaporation and condensation.

2. Which statement is true about CAD CAM systems in automation and stock control?

- A. They can be used to automate stock control using EPOS data
- B. They require manual data only
- C. They cannot interact with stock control
- D. They only manage design files

CAD/CAM systems connect design and manufacturing with inventory management by using real-time data from sales. When items are sold, EPOS data updates the stock levels in the system, which can automatically trigger replenishment orders or adjust production schedules. This automated link between sales data and stock control keeps inventories accurate and helps avoid stockouts or overstock. The idea is that these systems don't rely on manual data alone, they do interact with stock control, and they handle more than just design files by coordinating manufacturing with inventory needs.

3. What forms do woods usually come in?

- A. Rough sawn
- B. Planed square edge
- C. Planed all round
- D. All of the above

Timber is supplied in different surface finishes and edge treatments to suit different jobs. Rough sawn timber retains a rough surface with saw marks and is common for structural work where a smooth finish isn't needed. Planed square edge timber has been planed on faces with square edges, giving straight, true edges that are easy to align and cut accurately for carpentry. Planed all round timber is planed on all faces and edges to a smooth finish, ideal for visible work like furniture and cabinetry. Because timber is commonly available in these forms, all of the above are standard forms timber usually comes in.

4. Entrepreneurs often work in collaboration with which professionals?

- A. Designers
- B. Engineers
- C. Ergonomists
- D. All of the above**

Entrepreneurs bring ideas to life by collaborating with specialists who cover different aspects of a product. Designers shape how the product looks and feels and improve usability, which helps attract customers and create a strong user experience. Engineers take the concept and turn it into a real, workable solution, addressing materials, mechanisms, electronics, and how it can be manufactured. Ergonomists study how people actually interact with the product, ensuring it's comfortable, safe, and easy to use in real situations. When these perspectives come together, the result is not only appealing and functional but also feasible to produce and safe for users. That's why collaborating with all three is common in entrepreneurship—covering aesthetics, technical feasibility, and human factors. For example, a new wearable device would benefit from designers for form and interface, engineers for sensor integration and power management, and ergonomists for a comfortable, safe fit and intuitive use.

5. How is financial feasibility typically calculated?

- A. Split cost into direct and indirect per unit time**
- B. Use only direct costs
- C. Compare to marketing budget
- D. Ignore production rate

Financial feasibility is about whether a project will be financially viable by comparing expected revenues with costs over time. A standard approach is to break costs into direct and indirect components and express them at the unit or time level. Direct costs are the materials and labour that go straight to making the product; indirect costs are overheads such as factory utilities, rent, and supervision. By calculating a cost per unit (or cost per unit of time) you can scale these costs up to match the expected production rate and generate a realistic cash-flow picture. Then compare the total cost to the revenue you expect (price per unit times units sold) to judge profitability and payback. The other options miss essential parts: using only direct costs ignores overheads and true cost; comparing to the marketing budget doesn't determine overall feasibility; and ignoring production rate loses timing information critical to cash flow.

6. What is Quality Assurance?

- A. Procedures and policies employed to reduce waste (muda—anything not useful to customer) and ensure accuracy**
- B. A system for marketing quality products to customers
- C. A process of inspecting final products only
- D. A method of pricing products based on quality

Quality Assurance is about creating and following structured ways of working so quality is built in throughout production, not just checked at the end. It's a proactive approach that defines how tasks should be done, documents procedures, trains people, and monitors performance to prevent defects. By establishing these procedures and standards, it helps reduce waste (muda) and makes sure processes produce outputs that are accurate and fit for the customer. That's why this option best describes QA: it focuses on the systems and policies that ensure quality from the start rather than only inspecting final products. Marketing quality, inspecting only the final product, or pricing based on quality are not QA.

7. In a mobile phone, which item is an example of a trademark?

- A. Copyright—Legal statement in the information settings.
- B. Patent—CPU unit.
- C. Registered design—Bezelled edge.
- D. Trademark—Company logo.**

Trademarks are signs that show who made a product—the name, symbol, or logo that brands a device. In a mobile phone, the company logo is a trademark because it identifies the brand and distinguishes the phone from others. This sign is protected to stop others from using the same logo, helping consumers recognize the source. Copyright would cover original creative content, not a brand identifier. A patent protects a new invention or how something works, like a CPU design. A registered design protects the look of a product's appearance, such as the bezel shape, rather than branding. So the company logo best exemplifies a trademark.

8. In SCAMPER, which action is represented by the letter R?

- A. Substitute
- B. Combine
- C. Rearrange**
- D. Put

SCAMPER is a creative prompt tool used to generate new ideas by asking different questions about a product or process. The letter R stands for Rearrange. This means thinking about how things are arranged, ordered, or sequenced and exploring changes to those arrangements to create improvements or new possibilities. For example, you might rearrange the order of steps in a process to speed it up, redesign the layout of controls on a device for easier use, or reposition components to save space or improve ergonomics. This focus on changing arrangement sets it apart from substituting parts, combining elements, or finding a new use. In some versions, the R is listed as Reverse, but the common DT interpretation is Rearrange, emphasizing changes to layout or sequence rather than reversing function.

9. What does quick response manufacturing do?

- A. Increases component lead times
- B. Greatly reduces the time between prototyping and production**
- C. Requires larger batch sizes
- D. Meets client need slowly

Quick Response Manufacturing aims to cut lead times throughout the production process, treating time as the main measure of performance. By speeding up design-to-prototype-to-production cycles, it allows products to move quickly from concept to reality. The best answer captures this by stating it greatly reduces the time between prototyping and production. In practice, QRM uses smaller batch sizes, faster changeovers, and cell-based layouts to speed up flow and enable rapid iteration, so getting from prototyping to full production happens much faster. The other options conflict with this goal: increasing component lead times slows everything down, larger batch sizes reduce flexibility and speed, and meeting client needs slowly misses the whole point of quick response manufacturing.

10. As Art Deco developed, which trend became more popular?

- A. Ornamentation without streamline
- B. Vibrant color blocking and asymmetry
- C. Streamlining**
- D. Monochrome brutalism

Streamlining became more popular as Art Deco evolved. Streamlining means shaping designs into smooth, elongated curves with clean, simple surfaces to convey speed and efficiency—a reflection of the machine age. While early Art Deco loved rich ornament and bold geometric patterns, later designers favored these sleek, aerodynamic forms, shaping architecture, products, and transportation with long, flowing lines. This look helped signals of modernity and practicality, which is why it stands out as the trend that grew during Art Deco's development. The other options don't fit as well: ornamentation without streamline keeps the decorative, heavy look from earlier phases; vibrant color blocking and asymmetry align more with different styles or later periods; monochrome brutalism is a stark, postwar movement not characteristic of Art Deco.

SAMPLE

Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://aqaaleveltdt.examzify.com>

We wish you the very best on your exam journey. You've got this!

SAMPLE