GCSE MOTOR VEHICLE & ROAD USER STUDIES



Examination Board: CCEA







Overview

The motor industry is one of the largest sectors of employment in the United Kingdom. It is thought that there are around 900,000 people employed in the industry, of whom 330,000 are in vehicle design and manufacture, 525,000 in the retail motor industry engaged in buying and selling of vehicles and over 50,000 in motor sport activity.

Motor Vehicle & Road User Studies is a recognised GCSE course which, after two years of study, leads to graded assessments in three different areas.

Unit	Content	Assessment
1: Motor Vehicle and Road User Studies Theory	A. Vehicle Control and Road User Behaviour (weather conditions/physical and mental fitness of the driver/causes and prevention of road accidents/the Highway Code) B. Legal Requirements (Motor Insurance/documentation) C. The History of Road Transport (historic view of vehicle development/ motoring laws/social and environmental factors) D. Motoring Mathematics (vehicle purchase/ running and standing cost calculations) E. Accident Procedures (precautions/post-accident procedures/ first aid procedures) F. Motor Vehicle Technology (the workings of all vehicle systems: engine/lubrication/cooling/exhaust/ transmission/ electrical/braking/ steering/suspension)	50% of Final Mark One Exam I hour 45 minute at the end of Year 12

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2: Moped Riding	You will be learning to ride a 49cc moped (on school grounds only). The practice lesson will prepare you for your final practical test. It consists of three parts: carrying out a prescribed set of maintenance checks, a riding skills test (slalom, figure 8, emergency stop), and a moped riding test in simulated traffic situations.	
3: Investigative Study	You will be conducting a traffic survey focussing on one particular area of road user behaviour (e.g adherence to speed limits, roundabout behaviour, parking)	25% of Final Mark

Careers

Each sector of the motor industry has its own particular requirements but in general there are three levels of entry into the industry:

- Graduate level. A degree is a necessary requirement if you are to reach the top in the design, development and manufacture of vehicles
- Technician level or equivalent, corresponding to direct entry at the age of around 18. This is a common point of entry for people wanting a commercial, sales or marketing career, as well as those interested in a technician career concerned with vehicle design, development and the proving of the car
- Craft level at the age of 16. This is the usual point of entry for those wishing to become mechanics, turners, fitters or specialists in any of the many other craft-based skills