Design & Technology Ready to Progress criteria:

Design	Research & Explore Develop & Communicate Creativity	• Students can find information such as images of products, artwork, materials or components that relate to their project. • Students can explain how this information could be useful in their ideas. • Students can use their research to help plan out key parts of their designs. • Students can use research and exploration to identify and understand user needs. • Students are able to interpret specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations. • Students are confident sketching by hand and using a computer to create 2D and 3D drawings of their design ideas. • Students can model their ideas using simple materials such as card, MDF and using computer simulations. • Students confidently use a range of techniques to communicate ideas and decisions clearly - including sketching, modelling, photographic, video, computer based tools, Google Drive, written annotation and oral skills.
Make	Skills & Techniques Materials	• Students have a clear understanding of safety in the workshops, including specific PPE required for specialist equipment. • Students are able to accurately carry out practical tasks using the manufacturing skills they have been taught. • Students can work on their own with some support or guidance from the teacher in practical activities. • Students produce products which shows a good level of designing, making and finishing. • Students select and use a wide range of materials and components, taking into account their properties and availability.
Evaluate	Self Others	• Students can test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups • Students can identify their own strengths and weaknesses, explaining why mistakes occurred and how to avoid them in the future. • Students can analyse the work of past and present professionals and others to develop and broaden their understanding. • Students are able to evaluate their own and the designs of others; identifying strengths and areas in need of improvement.
Technical Knowledge	Tools Equipment & Processes Materials Wider World	• Students can use technical language to describe or explain the tools, processes and materials they have used. • Students have an understanding of how more advanced electrical and electronic systems can be powered and used in their products [for example, circuits with light, sound and movement as inputs and outputs]. • Students understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, • Students have knowledge of industrial and commercial processes that linked to the materials and techniques used in the workshop. • Students can apply their knowledge of social, cultural and environmental issues to design and make sustainable products.