

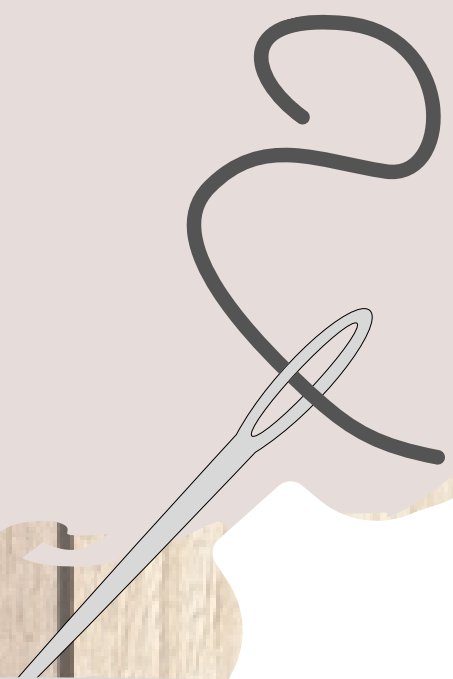
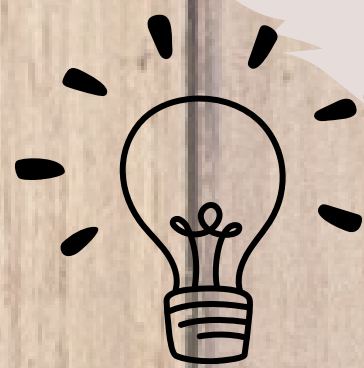


Flying
High
Partnership

Designers...



- Recall the key knowledge they have been taught each year.
- Understand that a final product is the result of the design, make and evaluate process.
- Understand the intended audience and purpose for their product.
- Research, investigate and analyse existing products as inspiration for their own designs.
- Work collaboratively to share and clarify ideas based on meeting the design criteria.
- Make design decisions based on creating a successful end product which meets the design criteria and is aesthetically pleasing.
- Understand that the pursuit of the best products may require calculated risk-taking.
- Design, test and refine prototypes in order to ensure the final product is high-quality and functional.
- Design, make and evaluate products that solve relevant problems, considering sustainability.
- Select and safely use appropriate tools and materials, including technology.
- Critique ideas and products against their own design criteria and consider the views of others to evaluate their work.
- Understand how key events and individuals in design and technology have helped shape the world.
- Understand nutrition and use this knowledge when cooking.
- Use knowledge from other subjects/areas to inform and enhance knowledge of design and technology.



**'Designing, making and
evaluating for a purpose'**