



Design and Technology Assessment

Design	Make	Evaluate	Technical Knowledge
<input type="radio"/> To be able to use pictures and words to convey what they want to design / make.	<input type="radio"/> To be able to select material from a limited range.	<input type="radio"/> To be able to explore existing products and investigate how they have been made (including teacher made examples).	<input type="radio"/> To be able to start to use technical vocabulary.
<input type="radio"/> To be able to explore ideas by rearranging materials.	<input type="radio"/> To be able to explain what they are making.	<input type="radio"/> To be able to talk about their design as they develop and identify good and bad points.	<input type="radio"/> To be able to cut out shapes which have been created by drawing round a template.
<input type="radio"/> To be able to select pictures to help develop ideas.	<input type="radio"/> To be able to name the tools they are using.	<input type="radio"/> To be able to say what they like and do not like about items they have made and attempt to say why.	<input type="radio"/> To be able to join materials in a variety of ways.
<input type="radio"/> To be able to use mock-ups e.g. recycled material trial models to try out their ideas.		Cooking and Nutrition	<input type="radio"/> To be able to decorate using a variety of techniques.
		<input type="radio"/> To be able to group familiar food products e.g. fruit and vegetables.	<input type="radio"/> To be able to know some ways of making structures stronger.
		<input type="radio"/> To be able to cut and chop a range of ingredients.	<input type="radio"/> To be able to show how stiffen some materials.
		<input type="radio"/> To be able to work safely and hygienically.	<input type="radio"/> To be able to know how to make a simple structure more stable.
		<input type="radio"/> To be able to know about the need for a variety of foods in a diet.	<input type="radio"/> To be able to attach wheels to a chassis using an axle.
			<input type="radio"/> To be able to know some different ways of making things move in a 2D plane.

Name:

Class: