



<b>Design Process – explore, design, make and evaluate</b>	<p><b>Explore</b> Experiment with colour, design, texture, form and function</p>	<p><b>Explore</b> Work in a range of relevant contexts, for example imaginary, story-based, home, school and the local environment.</p> <p>Explore and evaluate a range of products.</p> <p>Understand how individuals have contributed to the designed and man-made world.</p>	<p><b>Explore</b> Work in a range of relevant contexts, for example imaginary, story-based, home, school and the local or wider environment.</p> <p>Explore and evaluate a range of products.</p> <p>Understand how individuals have contributed to the designed and man-made world.</p>	<p><b>Explore</b> Work in a broader range of relevant contexts, for example entertainment, the home, school, leisure or the food industry.</p> <p>Investigate and analyse a range of existing products.</p> <p>Understand how key events and individuals in design and technology have helped shape the world.</p>	<p><b>Explore</b> Work in a broader range of relevant contexts, for example entertainment, the home, school, leisure, food industry and the local or wider environment.</p> <p>Investigate and analyse a range of existing products.</p> <p>Understand how key events and individuals in design and technology have helped shape the world.</p>	<p><b>Explore</b> Work in a broad range of relevant contexts, for example conservation, the home, school, leisure and culture.</p> <p>Investigate and critically analyse a range of existing products.</p> <p>Understand how key events and individuals in design and technology have helped shape the world.</p>	<p><b>Explore</b> Work in a broad range of relevant contexts, for example conservation, the home, school, leisure, culture, enterprise, industry and the wider environment.</p> <p>Investigate and critically analyse a range of existing products.</p> <p>Understand how key events and individuals in design and technology have helped shape the world.</p>
	<p><b>Design</b> Represent their own ideas, thoughts and feelings through a variety of media.</p>	<p><b>Design</b> Use their own experience to help generate their ideas.</p> <p>Explain how their products will look and work through talking and simple annotated drawings.</p>	<p><b>Design</b> Use their knowledge of existing products and their own experience to help generate ideas.</p> <p>Explain how their products will look and work through talking, annotated drawings and testing similar products.</p>	<p><b>Design</b> Use their knowledge of a broad range of existing products to help generate their ideas</p> <p>Use annotated sketches to develop and communicate their ideas. Explain how particular parts of their products work.</p>	<p><b>Design</b> Generate ideas through brainstorming and identify a purpose for their product</p> <p>Use annotated sketches and cross-sectional drawings to develop and communicate their ideas including materials used and how to join them.</p>	<p><b>Design</b> Generate ideas for an item, largely considering its purpose and the user/s</p> <p>Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas including materials used and how to join them.</p> <p>Explain how particular parts of their products work.</p> <p>Consider the availability of resources when planning out designs.</p>	<p><b>Design</b> Use their knowledge and in-depth research to inform the design of innovative, functional and appealing products that are fit for purpose and aimed at a target market.</p> <p>Use annotated sketches, cross-sectional drawings and exploded diagrams (possibly including computer-aided design) to develop and communicate their ideas. explain how particular parts of their products work.</p> <p>Consider the availability and costings of resources when planning out designs.</p> <p>Use a full range of materials and components confidently, independently selecting which material would be most effective.</p>



