

YKey Stage 3 Technology Attainment Descriptions

Developing	Improving	Meeting	Exceeding
Rarely demonstrate meeting any of the criteria	Occasionally demonstrate meeting some of the criteria	Regularly demonstrate meeting most of the criteria	Almost always demonstrate meeting all criteria, and take advantage of opportunities to broaden their understanding

7	<p>Being a designer/manufacturer/craftsperson</p> <p><u>Learning objectives</u></p> <p>To develop an understanding of operating as a designer and manufacturer/ craftsman</p>	Resources/ Homeworks/ Home support
Autumn/ Spring	<p><u>Aeroplane Project</u></p> <ul style="list-style-type: none"> • Generate design ideas to meet aesthetic needs • Respond to a design brief • Identify specification details in a design brief • Generate graphic designs • Use a craft knife safely and effectively • Use templates to control quality when making • Consider environmental issues, and avoid unnecessary wastage of materials • Construct a working model aeroplane 	<p>Independent research into themes and inspiration</p> <p>Students require colour pencils for graphic designs</p>
Spring/ Summer	<p><u>Mobile Phone Stand Project</u></p> <ul style="list-style-type: none"> • Generate design ideas to meet functional needs • Identify functional features of familiar products • Contribute within a team to solve functional design challenges • Use 3D sketching techniques to record and communicate design ideas • Accurately mark out materials for cutting • Use a coping saw safely and effectively • Join materials effectively • Construct a wooden mobile phone stand 	Independent research into existing products