

	Step 1	Step 2	Step 3
Designing: Understanding contexts, users and purposes	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> a1 I can say what product I am designing and making	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A I can describe the purposes of my products	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> a2 I can describe what my product is for (its purpose)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B I can point out the design features of my products that will appeal to the person or people who I designed it for (intended users)	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> b1 I can say who the product is for (who is going to use it)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C I can explain how different parts of my products work	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> b2 I can say how I have made my product suitable for the person or people who will use it	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> b I can find out about the needs and wants of particular individuals and groups	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> b1 I can use surveys, interviews, questionnaires and web-based resources to find out about the needs and wants of particular individuals and groups
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1c I can say how my product will work	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> c1 I can work out a set of design criteria for a product	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> b2 I can identify the needs, wants, preferences and values of particular individuals and groups
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> c2 When I am designing products, I can say how my design fits some of the design criteria I have been given.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> c2 I use design criteria to come up with some suitable ideas for my product	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> c I can develop a simple design specification of my own to guide my thinking when designing	
Designing: Generating, developing, modelling and communicating ideas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> d1 I can think up more than one idea when I am asked to design something	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> D When I discuss my designs with others, they understand what I mean and discussion helps me make my designs clearer	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> d2 I use what I know about existing products to help come up with ideas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E1 I can produce annotated sketches, cross-sectional drawings and exploded diagrams to help me develop and improve my ideas and communicate my ideas to others	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> e1 I work out my design ideas by talking and drawing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> E2 I can use a CAD program to help me develop and communicate my ideas	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> e2 I can use the computer to work out and show others my ideas (e.g. including using a graphics program)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F I can model my design ideas using prototypes and pattern pieces	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> f I can try out my ideas by using different materials and components, by using construction kits and by making templates and mock-ups	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> d I can think up realistic ideas for my designs	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> d1 When I am designing, I use my research to help me make good designs
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> g1 My ideas take the needs of the user into account	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> d2 I can think up some creative and original ideas for my designs	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> g2 When I am designing, I take into account what resources are available for me to use	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> g When I am designing, I take into account how much time I have, and costs of materials as well as what resources are available	
Making: Planning	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> h1 I can choose from a range of tools and equipment I am given and say why I chose what I did	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> H1 I select tools and equipment suitable for the task	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> h2 When I choose from a range of materials and components (parts), I think about what they are like and whether this makes them suitable	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> H2 When I explain my choice of tools and equipment, I can refer to the skills and techniques I will be using	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> i When I am making my products, I can say what I should do next	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> H3 When I select materials and components, I choose ones which are suitable for the task	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> H4 When I explain my choice of materials and components, I can refer to their functional properties (how they "work") and aesthetic qualities (how good they look, feel, etc.)	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> i1 I can plan the main stages of making my product	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> h I can make appropriate lists of tools, equipment and materials that I will need to make my product
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> i2 I can list the main stages (in order) for making my product	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> i1 I can make step-by-step plans as a guide to making particular parts of my product	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> i2 I review and update my step-by-step plans as I am making my product	
Making: Practical skills and techniques	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> j1 I follow instructions in lessons so that I work safely	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> J I follow procedures for safety and hygiene	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> j2 I always wash my hands properly when handling food and only work on surfaces that have been properly cleaned	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> K I can use a good range of materials and components including construction materials and kits, textiles, food ingredients, mechanical components and electrical components	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> k I can put components together (assemble); I can join a range of different materials	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> k I assemble, join and combine materials and components with some accuracy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> k1 I accurately assemble, join and combine materials and components
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> l I can measure, mark out, cut and shape materials and components	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> l I measure, mark out, cut and shape materials and components with some accuracy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> k2 I can use techniques that involve a number of steps
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> m I can use different finishing techniques, including those I learned in art and design lessons	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> m I can apply a range of finishing techniques, including those from art and design, with some accuracy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> l I accurately measure, mark out, cut and shape materials and components
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> m I accurately apply a range of finishing techniques, including those from art and design	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> a I demonstrate resourcefulness when tackling practical problems	
Evaluating: Own ideas and products	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> n1 I can talk about my design ideas and what I am making	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> N I can identify the strengths and areas for development in my ideas and products	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> n2 I can say what I think about my products and ideas against design criteria	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> O I think about the views of others, including the intended users, to help me improve my work	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> o I can suggest how my products could be improved	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> P I use my design criteria as I design and make my products	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> P I think about the quality of the design, manufacture and fitness for purpose of my products as I make my products and make improvements I think of
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> q I use my design criteria to evaluate my completed products	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> q1 I evaluate my design ideas against my original design specification and evaluate the quality of the design and its fitness for purpose as I develop my ideas
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> q2 I evaluate my finished products against my original design specification
Evaluating: Existing products	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> r I can think and talk about what products are	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> R I can investigate products and make comments about how well they have been designed	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> s1 I can think and talk about who products are designed for	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> S I can investigate products and make comments about how well they meet user needs and wants	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> s2 I can think and talk about what products are for	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> T I can investigate products and make comments about how well they work and achieve their purposes	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> t I can think and talk about how products work	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> V I can investigate products and make comments about why certain materials have been chosen	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> u I can think and talk about how and where products are used	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X I can investigate products and make comments about what methods of construction have been used	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> v I can think and talk about what materials products are made from	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Y I can investigate products and make comments about how well they have been made	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> w I can think and talk about what I like and dislike about products	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> y I can research some products to find out if they can be recycled or reused	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> v I can research and discuss how sustainable some materials in products are
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> z1 I can research some products to find out who designed and made them	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> z1 I can research and discuss how innovative some products are
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> z2 I can research some products to find out where and when they were designed and made	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> z2 I can research and discuss the impact some products have beyond their intended purpose
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> z3 I can research and discuss how much some products cost to make	

