Ensure products have a high quality finish, using art skills where appropriate.

Be able to select processes that are more effective and appropriate for a task eg which stitch to use.

Have a willingness to take creative risks to produce innovative ideas and prototypes

Design with the user in mind, motivated by the service a product will offer.

Manage risks
exceptionally well to
manufacture products
safely and
hygienically

Act as a responsible designer and maker, working ethically, using finite materials carefully and reducing waste where possible.

Be familiar with a range of 'Key
Designers', both
current
and
historical.

Oakdene
Primary School
Learning for Life

When I leave

Oakdene I

will...

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Design

Use prototypes, cross-sectional diagrams and computer aided designs.

Make products
through stages of
prototypes, making
continual
refinement.

Pose questions, carry out thorough research and show initiative when taking into consideration the users' needs and

requirements.

Create
innovative
designs that
improve upon
existing
products.

Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.

Develop the skills needed to make high quality products

Have a thorough knowledge of which tools, equipment and materials to use in order to make

Evaluate the design of products, suggesting improvements to the use experiences as well as finding the strengths.