


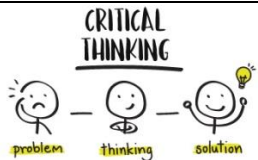






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| Character Profile of a Radford Designer in Year 1 | Self Manager – organise and be responsible for their work in Design and Technology | Effective Participators – engage actively with all types of work in Design and Technology | Resourceful Thinker – ask searching questions about designs and technology and be creative in their designs |
|  |  <ul style="list-style-type: none"> • Choose and use equipment needed for a D&T task. • Have a go in D&T even when something is difficult. • Ask for help in D&T (when the time is appropriate) |  <ul style="list-style-type: none"> • Listen carefully to instructions in D&T and follow them. |  <ul style="list-style-type: none"> • Think of own ideas once given a starting point. • Suggest ways to solve a problem in D&T. • Have a go at something new in D&T. |
| Literate, Numerate and Digital - apply English, Maths and Computing in their work in Design and Technology | Independent Enquirer – plan and carry out a Design and Technology project | Team Worker – work with others to plan and complete a Design and Technology project | Reflective Learner – Reflect on own their own designs and models and those of others, including commercial designs |
|  <ul style="list-style-type: none"> • I can apply my writing skills and create pieces of text that show an understanding of a D&T project. • I can carry out research to gather information to help a design. • I can use computing skills to communicate my new D&T knowledge. |  <ul style="list-style-type: none"> • Ask sensible questions about D&T learning and tasks. • In D&T, give a simple opinion and explain why. • Show curiosity about new things. |  <ul style="list-style-type: none"> • Confident to share ideas with others in D&T. • Engage in collaborative tasks in D&T. • In D&T, work in a group and take turns. |  <ul style="list-style-type: none"> • Know and understand what they do well in D&T. • Try something different in D&T, if previous action hasn't worked. • Tell others why they enjoy a D&T task. |