| **Character Profile of a Radford Designer in Year 2** | **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 |
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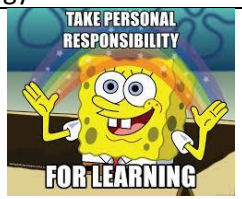
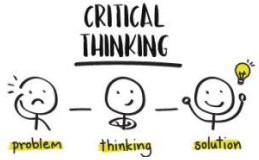
| |  <br>• Keep going in D&T even when others find it easy.<br>• Think about more than one way to solve a problem in D&T.<br>• Don't let others distract you from your D&T work. | <br>• Happy to have a go at solving something that is new to them in D&T.<br>• Leave a D&T task and go back later if it is not completed.<br>• Encourage others in D&T. |  <br>• Suggest ways to solve a range of problems in D&T.<br>• Explain what they have learnt from someone else in D&T.<br>• Use imagination to generate D&T ideas. |
| **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 |
| <br>• I can apply my writing skills and create pieces of text that show an understanding of a D&T project.<br>• I can carry out research to gather information to help a design.<br>• I can use computing skills to communicate my new D&T knowledge. | <br>• Take enough time to make sense of a D&T problem that is presented.<br>• Explain why they prefer one of two ideas that are proposed.<br>• Can think of instructions for others to follow in D&T. | <br>• Consider views of all group members during discussion in D&T.<br>• Confident to both lead and be directed by others in D&T.<br>• Actively listen and share ideas in D&T. | <br>• Understand what they need to do next to improve in D&T.<br>• Recognise where D&T work could have been better.<br>• Happy to make changes from an original idea in D&T. |