Character Profile of a Radford

Designer in Year 3

Problem Solved!

Self Manager – organise and be responsible for their work in Design and Technology

TAKE PERSONAL RESPONSIBILITY

- Work within a time from on a D&T project.
- Keep emotions in check when things get tough in D&T.

Effective Participators – engage actively with all types of work in Design and Technology



- Listen to and follow instructions independently in D&T.
- Know how to make an idea even better in D&T.
- Try out new ideas in D&T even if feeling nervous.

Resourceful Thinker – ask searching questions about designs and technology and be creative in their designs



- Think of different ideas and possibilities when solving problems in D&T.
- Have a go at something that might not work.
- Improve learning in D&T by imitating others.

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



- 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.



- See the relationships between things and use to explain D&T ideas to others.
- Plan and finish a task in D&T within a given time frame.
- Suggest a question which can be investigated in D&T.



- Listen to and follow instructions independently in D&T.
- Work harmoniously and constructively with others in joint activity.
- Give feedback to others in the group on their performance in D&T.



- Say who or what helps them learn in D&T and how and why they know.
- Gauge when a D&T task has been completed to the best of their ability.
- Take time to consider experiences in D&T and what needs to be done next.