
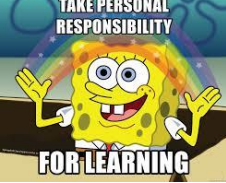

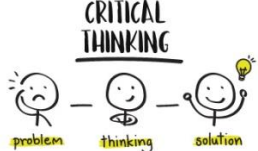






Character Profile of a Radford Designer in Year 4	Self Manager – organise and be responsible for their work in Design and Technology	Effective Participators – engage actively with all types of work in Design and Technology	Resourceful Thinker – ask searching questions about designs and technology and be creative in their designs
	 <ul style="list-style-type: none"> • Describe own strengths and weaknesses in D&T. • Organise own time when working on a D&T project. • Enjoy D&T challenges, especially open ended or deeper thinking ones. 	 <ul style="list-style-type: none"> • Determined not to 'give in' too easily when working on a D&T task. • Persuade others to accept a proposal even though others may not at first agree with the suggestion. • Know that their ideas in D&T can help other people. 	 <ul style="list-style-type: none"> • Describe effective learning in D&T and compare to own learning. • Give alternative solutions to a D&T problem. • Tenacious when things get difficult.
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"> • Complete a D&T task without reminders from others. • Make lists when helpful to do so. • Break down complex ideas into steps in D&T. 	 <ul style="list-style-type: none"> • Communicate capably in D&T as a team member. • Respect opinion of others when different from their own. • Keep focussed on a D&T task and avoid distractions. 	 <p>Reflective Thinking</p> <ul style="list-style-type: none"> • Review D&T learning and identify a factor that could help make them a more effective learner. • Value and use feedback that helps to improve quality of work and learning.