
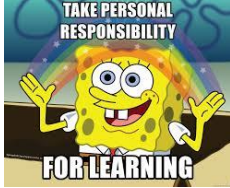

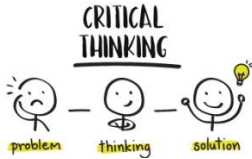






<p><b>Character Profile of a Radford Designer in Year 2</b></p>	<p><b>Self Manager</b> – organise and be responsible for their work in Design and Technology</p>	<p><b>Effective Participators</b> – engage actively with all types of work in Design and Technology</p>	<p><b>Resourceful Thinker</b> – ask searching questions about designs and technology and be creative in their designs</p>
	 <ul style="list-style-type: none"> <li>• Keep going in D&amp;T even when others find it easy.</li> <li>• Think about more than one way to solve a problem in D&amp;T.</li> <li>• Don't let others distract you from your D&amp;T work.</li> </ul>	 <ul style="list-style-type: none"> <li>• Happy to have a go at solving something that is new to them in D&amp;T.</li> <li>• Leave a D&amp;T task and go back later if it is not completed.</li> <li>• Encourage others in D&amp;T.</li> </ul>	 <ul style="list-style-type: none"> <li>• Suggest ways to solve a range of problems in D&amp;T.</li> <li>• Explain what they have learnt from someone else in D&amp;T.</li> <li>• Use imagination to generate D&amp;T ideas.</li> </ul>
<p><b>Literate, Numerate and Digital</b> - apply English, Maths and Computing in their work in Design and Technology</p>	<p><b>Independent Enquirer</b> – plan and carry out a Design and Technology project</p>	<p><b>Team Worker</b> – work with others to plan and complete a Design and Technology project</p>	<p><b>Reflective Learner</b> – Reflect on own their own designs and models and those of others, including commercial designs</p>
 <ul style="list-style-type: none"> <li>• I can apply my writing skills and create pieces of text that show an understanding of a D&amp;T project.</li> <li>• I can carry out research to gather information to help a design.</li> <li>• I can use computing skills to communicate my new D&amp;T knowledge.</li> </ul>	 <ul style="list-style-type: none"> <li>• Take enough time to make sense of a D&amp;T problem that is presented.</li> <li>• Explain why they prefer one of two ideas that are proposed.</li> <li>• Can think of instructions for others to follow in D&amp;T.</li> </ul>	 <ul style="list-style-type: none"> <li>• Consider views of all group members during discussion in D&amp;T.</li> <li>• Confident to both lead and be directed by others in D&amp;T.</li> <li>• Actively listen and share ideas in D&amp;T.</li> </ul>	 <p><b>Reflective Thinking</b></p> <ul style="list-style-type: none"> <li>• Understand what they need to do next to improve in D&amp;T.</li> <li>• Recognise where D&amp;T work could have been better.</li> <li>• Happy to make changes from an original idea in D&amp;T.</li> </ul>