



- Interior designer
- Architect
- Graphic designer
- Engineer
- Animator
- Art director
- Advertising
- Fashion designer
- Photographer
- Film and video editor
- Web design
- Exhibition designer
- CAD technician
- Computer games designer/tester
- Kitchen designer
- Costume designer
- Illustrator
- Furniture designer

*To think about and discuss what they want to make.

*To use picture cue cards to talk about an object.

* To work together to develop and realise creative ideas.

*To describe how something works.

* Generate and develop my ideas by talking and drawing.

*To design simple plans before making objects.

*To develop own ideas from initial starting points.

*To create a design and plan how to carry it out.

talk, ideas, pictures, object, creative



describe, plan, design, work, simple, objects, make, develop, generate, talking, drawing, ideas



develop, plan, ideas, start, design.

My...
I will...
Why have I chosen these tools and materials?



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* To describe how something works.

* To generate and develop my ideas by talking and drawing.

* To design simple plans before making objects.

* To develop own ideas from initial starting points.

* To create a design and plan how to carry it out.

* To describe the purpose of my products.

* To describe how the design features of my product will work and to choose a textile for its appearance and qualities .

describe, plan, design, work, simple, objects, make, develop, generate, talking, drawing, ideas

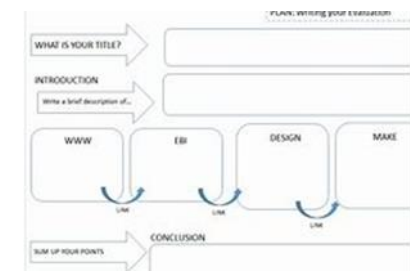


develop, plan, ideas, start, design.

My _____ plan

I will work	Why have I chosen these tools and materials?

purpose, product, features, textile, work, properties, design, appearance, qualities





- To generate and develop my ideas by talking and drawing.
- To develop own ideas from initial starting points.

• To describe the purpose of my products.

* To create fit for purpose products by researching the needs of my user.

- To design simple plans before making objects.
- To create a design and plan how to carry it out.

* To describe how the design features of my product will work and to choose a textile for its appearance and qualities.

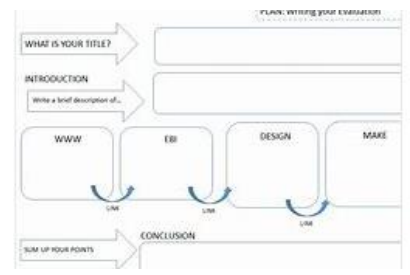
* To produce a plan to show how my product features will be appealing to myself and others.

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describe, plan, design, work, simple, objects, make, develop, generate, talking, drawing, ideas



purpose, product, features, textile, work, properties, design, appearance, qualities



produce, plan, product, features, appealing, user, needs, requirements, create, changes

Design and Technologies		
TASK	IMAGINE	PLAN
What is your task?	What ideas could you use for your design?	Plan your design.
CREATE	IMPROVE	SHARE
What materials did you use?	What improvements could you make to your design?	Ask a friend for constructive feedback. Record what they say.



- My future...
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- To develop own ideas from initial starting points.
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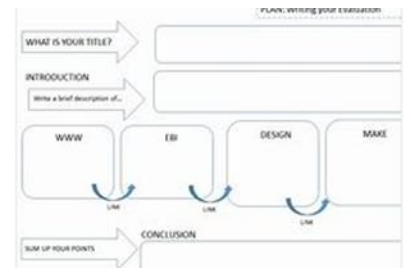
- To create fit for purpose products by researching the needs of my user.

- To produce a plan to show how my product features will be appealing to myself and others.

- To present a range of alternative ideas using annotated sketches, cross-sectional drawings and exploded diagrams and suggest pros and cons for each.

- To design innovative, functional and appealing products aimed at a particular group.
- To conduct market research to ensure my designs are functional, innovative and appropriate for a particular individual or group.

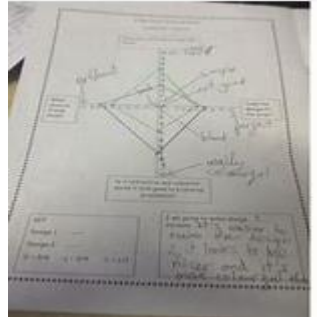
plan, design, drawing, purpose, product, features, textile, work, properties, appearance, qualities



produce, plan, product, features, appealing, user, needs, requirements, create, changes

Design and Technologies		
TASK What is your task?	IMAGINE What ideas could you use for your design?	PLAN Plan your design.
CREATE What materials did you use?	IMPROVE What improvements could you make to your design?	SHARE Ask a friend for constructive feedback. Record what they say.

design, innovative, functional, group, product, ideas, present, annotate, market research





- To develop own ideas from initial starting points.
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- To design innovative, functional and appealing products aimed at a particular group.

- To hold feedback sessions in order to develop my designs and products and consider culture and society in my designs.

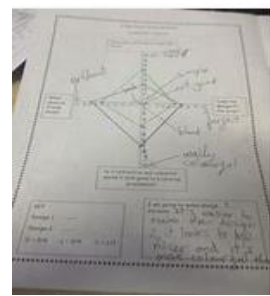
- To conduct market research to ensure my designs are functional, innovative and appropriate for a particular individual or group.

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design, innovative, functional, group, product, ideas, present, annotate, sketches



design, market research, conduct, questions, functional, innovative, individual



Previously, I have learnt...

- To develop own ideas from initial starting points.
- To create fit for purpose products by researching the needs of my user.
- To present a range of alternative ideas using annotated sketches, cross-sectional drawings and exploded diagrams and suggest pros and cons for each.

- To describe how the design features of my product will work and to choose a textile for its appearance and qualities.
- To produce a plan to show how my product features will be appealing to myself and others.
- To design innovative, functional and appealing products aimed at a particular group.

In Year 6, I am learning...

- To hold feedback sessions in order to develop my designs and products and consider culture and society in my designs.

- *To conduct market research to ensure my designs are functional, innovative and appropriate for a particular individual or group.

In the future, I will learn...

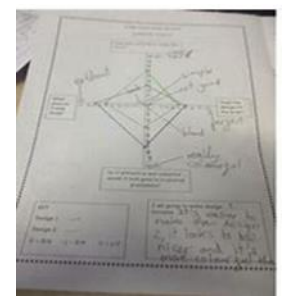
- To use research and exploration, such as the study of different cultures, to identify and understand user needs.
- To develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools.

- To develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations

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design, market research, conduct, questions, functional, innovative, individual,



mathematical modelling, digital presentation, computer-based tools, exploration

