



- 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 play with and investigate mechanical equipment.

• To look at current products, and recognise what they are for, how they work and why.

• To evaluate a range of existing products.

* To discuss problems and how they might be solved.

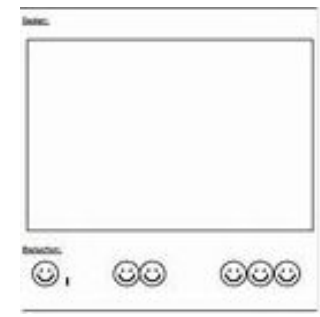
• To know what went well with my work and how I could improve it.

• To explain what went well with my work and suggest how I would improve it.
 • To evaluate my product, referring to both its appearance and the way it works.
 • To suggest some improvements and say what was good and not so good about my original design.

mechanical, equipment, problems, talk, play, investigate



look, product, recognise, how, what, why, work, well, suggest, improve, better, evaluate



explain, materials, techniques, better, improve, improvements, evaluate, range, existing, appearance, design

I designed and made...

Which part of your model do you like and why?

A problem I had to solve...

What new skill have I learnt?

Next time I would improve...



• To safely use and explore a variety of materials, tools and techniques.

• To explain my choices of material and techniques.

• To follow my plan and refine if necessary in order to meet all design criteria.

• To play with and investigate mechanical equipment.
• To look at current products, and recognise what they are for, how they work and why.

• To evaluate a range of existing products.

• To discuss how innovative a product is and suggest improvements.

• To discuss problems and how they might be solved.
• To know what went well with my work and how I could improve it.

• To explain what went well with my work and suggest how I would improve it.

• To evaluate my product, referring to both its appearance and the way it works.
• To suggest some improvements and say what was good and not so good about my original design.

- 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

mechanical, equipment, problems, talk, play, investigate, product, improve, better, evaluate



material, techniques, evaluate, explain, product, existing, improve

I designed and made...

Which part of your model do you like and why?

A problem I had to solve...

What new skills have I learned?

Next time I would improve...

evaluate, plan, refine, design criteria, innovative, improve, product, appearance





- My future...
- 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 play with and investigate mechanical equipment.
- To look at current products, and recognise what they are for, how they work and why.
- To evaluate a range of existing products.

- To develop my product to meet a range of requirements.

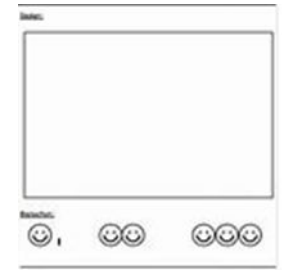
- To discuss how innovative a product is and suggest improvements.
- To recognise how inventors have been innovative with their products and the effect of this.
- To discuss inventors and their contribution to design and technology.

- To discuss problems and how they might be solved.
- To know what went well with my work and how I could improve it.
- To explain what went well with my work and suggest how I would improve it.

- To adapt my design criteria

- To follow my plan and refine if necessary in order to meet all design criteria.
- How to amend my computer program to improve my product.

mechanical, equipment, problems, talk, play, investigate, product, improve, better, evaluate



material, techniques, evaluate, explain, product, existing, improve, develop, adapt, design criteria



innovative, improve, inventors, product, effect, refine, design criteria, computer program

Name: _____ Date: _____

Project Evaluation

I designed and made:

Description	Illustration/Photograph
-------------	-------------------------

My thoughts on my project:

My teacher's thoughts on my project:



- To look at current products, and recognise what they are for, how they work and why.
- To evaluate a range of existing products.

- To discuss inventors and their contribution to design and technology.

- To discuss how innovative a product is and suggest improvements.
- To recognise how inventors have been innovative with their products and the effect of this.

- To discuss problems and how they might be solved.
- To know what went well with my work and how I could improve it.
- To explain what went well with my work and suggest how I would improve it.
- To adapt my design criteria

- To evaluate my product, referring to both its appearance and the way it works.
- Suggest some improvements and say what was good and not so good about my original design.

- To follow my plan and refine if necessary in order to meet all design criteria.
- How to amend my computer program to improve my product.

- 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

mechanical, equipment, problems, talk, play, investigate, product, improve, better, evaluate



material, techniques, evaluate, explain, product, existing, improve, inventors, technology

Name: _____ Date: _____

Project Evaluation

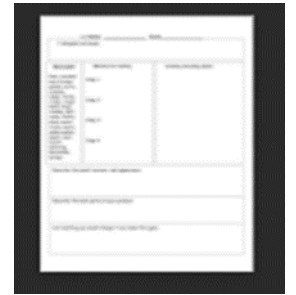
I designed and made:

Description	Illustration/Photograph
-------------	-------------------------

My thoughts on my project

My teacher's thoughts on my project

innovative, improve, inventors, product, effect, refine, design criteria, computer program





- To look at current products, and recognise what they are for, how they work and why.
- To discuss inventors and their contribution to design and technology.

- To recognise how inventors have been innovative with their products and the effect of this.
- To discuss how innovative a product is and suggest improvements.

- To recognise how inventors and their inventions are changing the world around us and the impact of this on our lives.

- To adapt my design criteria
- To evaluate my product, referring to both its appearance and the way it works.
- Suggest some improvements and say what was good and not so good about my original design.

- To critically evaluate the appearance and function against original criteria of my product using the views of others and my own feedback.

- To follow my plan and refine if necessary in order to meet all design criteria.
- How to amend my computer program to improve my product.

- 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

material, techniques, evaluate, explain, product, existing, improve, inventors, technology

Name _____ Date _____

Project Evaluation

I designed and made...

Description	Illustration/Photograph
My thoughts on my project	
My teacher's thoughts on my project	

innovative, improve, inventors, product, effect, refine, feedback, criteria, appearance, function



create, computer, program, monitor, control, product, suggest, amend, improve, components





- To discuss inventors and their contribution to design and technology.
- To recognise how inventors have been innovative with their products and the effect of this.
- To discuss how innovative a product is and suggest improvements.

- To adapt my design criteria
- To evaluate my product, referring to both its appearance and the way it works.
- To critically evaluate the appearance and function against original criteria of my product using the views of others and my own feedback.

- To recognise how inventors and their inventions are changing the world around us and the impact of this on our lives.

- To follow my plan and refine if necessary in order to meet all design criteria.

- How to amend my computer program to improve my product.

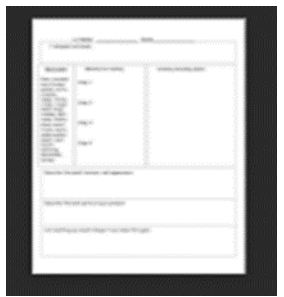
- To analyse the work of past and present professionals and others to develop and broaden my understanding.

- To test, evaluate and refine my ideas and products against a specification, taking into account the views of intended users and other interested groups.

- To investigate new and emerging technologies.

- 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

material, techniques, evaluate, product, improve, inventors, technology, feedback, criteria, appearance, function



inventors, impact, create, computer, program, monitor, control, product, suggest, amend, improve, components



technologies, professionals, analyse, evaluate, specification, products

Year 7 DT - Revision

In the exam you will be asked to complete a design task. You will be given a choice from the following two design briefs.

A) You have been asked to design, colour and annotate a T-shirt based on the theme of nature.
OR
B) You have been asked to design, colour and annotate a mobile phone holder based on the theme of nature.

You must choose to design one of the products from the briefs and will be marked on the following:

- Creativity of the design
- Originality of the design
- Quality of the drawing
- Quality of the annotating (labelling)
- Quality of the colouring.

Top Tip:

- You must practice your design as part of your revision.
- Your design must clearly reflect the theme.
- Your design must be coloured in so make sure you have colouring pencils for the exam.
- You must not spend any longer than 20 minutes on the design task as you will need the rest of the time to answer the other questions.
- Research the theme and look at existing products to inspire your designs.
- Make your design unique and original!