

# Being A Designer at Marshbrook

## A Year 1 Designer

<b>Learning Objectives:</b>	<b>Pupil self-assessment</b>	
1. I use my own ideas to make something.		
2. I describe how something works.		
3. I cut food safely.		
4. I make a product which moves.		
5. I make my model stronger.		
6. I explain to someone else how I want to make my product.		
7. I choose appropriate resources and tools.		
8. I make a simple plan before making.		

### End of Year Summative Assessment by Teacher

<b>Achievement</b>			<b>Effort</b>
Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key: O—outstanding, G—good, S—satisfactory, RI—requires improvement

# Being A Designer at Marshbrook

## A Year 2 Designer

<b>Learning Objectives:</b>	<b>Pupil self-assessment</b>	
1. I think of an idea and plan what to do next.		
2. I choose tools and materials and explain why I have chosen them.		
3. I join materials and components in different ways.		
4. I explain what went well with my work.		
5. I explain why I have chosen specific materials.		
6. I measure materials to use in a model or structure.		
7. I describe the ingredients I am using.		

### End of Year Summative Assessment by Teacher

<b>Achievement</b>			<b>Effort</b>
Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key: O—outstanding, G—good, S—satisfactory, RI—requires improvement

# Being A Designer at Marshbrook

## A Year 3 Designer

Learning Objectives:	Pupil self-assessment	
1. I prove that my design meets some set criteria.		
2. I evaluate and suggest improvements for my designs.		
3. I follow a step-by-step plan, choosing the right equipment and materials.		
4. I design a product and make sure that it looks attractive.		
5. I choose a material for both its suitability and its appearance.		
6. I select the most appropriate tools and techniques for a given task.		
7. I work accurately to measure, make cuts and make holes.		

### End of Year Summative Assessment by Teacher

Achievement			Effort
Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key: O—outstanding, G—good, S—satisfactory, RI—requires improvement

# Being A Designer at Marshbrook

## A Year 4 Designer

Learning Objectives:	Pupil self-assessment	
1. I use ideas from other people when I am designing.		
2. I produce a plan and explain it.		
3. I evaluate and suggest improvements for my designs.		
4. I evaluate products for both their purpose and appearance.		
5. I explain how I have improved my original design.		
6. I present a product in an interesting way.		
7. I measure accurately.		
8. I persevere and adapt my work when my original ideas do not work.		
9. I know how to be both hygienic and safe when using food.		
10. I prove that my design meets some set criteria.		
11. I make a product which uses both electrical and mechanical components.		
12. I describe how food ingredients come together.		

### End of Year Summative Assessment by Teacher

Achievement			Effort
Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key: O—outstanding, G—good, S—satisfactory, RI—requires improvement