



## Becoming a designer at Rimrose Hope

**"Design is a funny word. Some people think it's how it looks. But of course, when you dig deeper, it's really how it works."**  
Steve Jobs

A Year 1 Rimrose Hope designer will:	A Year 2 Rimrose Hope designer will:
<b>Designing and Making</b> <ul style="list-style-type: none"><li>• Make a design functional product based on design criteria.</li><li>• Make a simple plan for a product.</li><li>• Develop my practical skills in cutting, shaping, joining and finishing.</li><li>• Explore and talk about familiar existing products.</li><li>• Talk about how they made a product and find strength and a weakness.</li></ul>	<b>Designing and Making</b> <ul style="list-style-type: none"><li>• Design a functional product and other users based on design criteria.</li><li>• To make a simple plan showing the development of their ideas.</li><li>• Use appropriate resources from a range of materials and components,</li><li>• Begin to use tools more effectively to join materials and components in different ways.</li><li>• Explore and talk about a variety of existing products.</li><li>• Communicate to others the strengths and weaknesses of their products.</li></ul>
<b>Technical Knowledge</b> <ul style="list-style-type: none"><li>• Build simple structures.</li><li>• Explore and use simple mechanisms in their products such as sliders and levers.</li></ul>	<b>Technical Knowledge</b> <ul style="list-style-type: none"><li>• Explore how to make structures stronger.</li><li>• Explore and use simple mechanisms such as sliders and levers, wheels and axles in my products.</li></ul>
<b>Cooking and Nutrition</b> <ul style="list-style-type: none"><li>• Understand where basic foods come from.</li><li>• Identify healthy foods.</li><li>• Select ingredients to include in a simple healthy snack.</li><li>• Prepare a healthy snack.</li><li>• Begin to understand the importance of food safety and hygiene.</li></ul>	<b>Cooking and Nutrition</b> <ul style="list-style-type: none"><li>• Understand where a range of food comes from.</li><li>• Group ingredients into the main food groups.</li><li>• Select ingredients to include in a healthy snack and explain their decisions.</li><li>• Prepare a healthy dish using some cooking techniques.</li><li>• Develop a food vocabulary using their senses.</li><li>• Show awareness of safety and hygiene when using food.</li></ul>



Textiles	Textiles
<ul style="list-style-type: none"><li>• Begin to use the appropriate vocabulary to describe and name fabrics/tools</li><li>• Cut out shapes which have been created by drawing around a template on to fabric.</li><li>• Decorate and colour fabrics using simple techniques such as gluing, printing and painting</li></ul>	<ul style="list-style-type: none"><li>• Refer to fabrics and tools using correct terminology.</li><li>• Joins fabrics using a running stitch, glue, staples, velcro and over sewing tape,</li><li>• Decorate and colour fabrics using a range of techniques with creativity and some accuracy.</li></ul>

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"The best way to predict your future is to create it."

Abraham Lincoln

A Year 3 Rimrose Hope designer will:	A Year 4 Rimrose Hope designer will:
<b>Designing and Making</b> <ul style="list-style-type: none"><li>• Design a functional and appealing product aimed at particular users, based on design criteria.</li><li>• Create a step-by-step plan showing their ideas.</li><li>• Select and use a wide range of materials and components, according to their characteristics.</li><li>• Use tools with improved accuracy.</li><li>• Investigate and begin to evaluate a range of existing products.</li><li>• Evaluate my ideas and products against their own design criteria.</li></ul>	<b>Designing and Making</b> <ul style="list-style-type: none"><li>• Design a purposeful, functional and appealing product that is fit for purpose, aimed at particular individuals or groups based on design criteria.</li><li>• Create a step-by -step plan, which they can adapt, and change to improve their design.</li><li>• Experiment with materials, tools and techniques to improve their product.</li><li>• Evaluate products for both their purpose and appearance.</li><li>• Evaluate and suggest improvements to their products and original designs.</li></ul>



<p>Technical Knowledge</p> <ul style="list-style-type: none"><li>• Develop their understanding of how to strengthen, stiffen and reinforce structures.</li><li>• Explore and use mechanical systems in their products such as gears, pulleys, cams, levers and linkages.</li></ul>	<p>Technical Knowledge</p> <ul style="list-style-type: none"><li>• Apply their understanding of how to strengthen, stiffen and reinforce structures by making a structure to with stand the weight of a specific object.</li><li>• Create a simple circuit incorporating switches, bulbs, buzzers and motors.</li></ul>
<p>Cooking and Nutrition</p> <ul style="list-style-type: none"><li>• Aware of the seasonality of some foods.</li><li>• Use 'The Eatwell Guide' to plan and prepare a healthy balanced dish.</li><li>• Describe the taste, texture and appearance of different foods.</li><li>• Know how to be both hygienic and safe when using food.</li></ul>	<p>Cooking and Nutrition</p> <ul style="list-style-type: none"><li>• Understand the seasonality of a variety of ingredients.</li><li>• Make a seasonal dish using readily available or home-grown ingredients.</li><li>• Make healthy eating choices from their understanding of a balanced diet.</li><li>• Express their food preferences using a broadening vocabulary.</li><li>• Show that they are hygienic and safe in the kitchen.</li></ul>
<p>Textiles</p> <ul style="list-style-type: none"><li>• Develop vocabulary for tools, materials and their properties.</li><li>• Select an appropriate resource to join fabric: glue, staples, velcro and over sewing tape.</li><li>• Join fabrics using running stitch and over sewing.</li><li>• Sew on buttons.</li><li>• Use appropriate decoration techniques to successfully make a product more attractive</li></ul>	<p>Textiles</p> <ul style="list-style-type: none"><li>• Discuss use of tools, materials and their properties using technical vocabulary.</li><li>• Join fabrics using running stitch, over sewing and blanket stitch.</li><li>• Sew on buttons and make loops.</li><li>• Select the most appropriate decoration techniques and materials for a specific project</li></ul>



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**"Life is a mountain of solvable problems and I enjoy that."**

James Dyson

A Year 5 Rimrose Hope designer will:

#### Designing and Making

- Use research to help inform their own designs of products that are fit for purpose,
- Communicate their ideas through discussion, annotated sketches, pattern pieces and computer-aided design.
- Select from and use a wider range of tools and equipment to perform practical tasks safely and effectively.
- Successfully evaluate a range of products using some technical terms and vocabulary.
- Evaluate ideas and products against their own design criteria and consider the views of others to improve their work.

#### Technical Knowledge

- Test the strength and suitability of materials to help them select appropriate resources for design projects.
- Solve design and structural problems using appropriate tried and tested techniques.
- Create movement in two places using mechanical systems.
- Develop their understanding of computer programming and control of products.

A Year 6 Rimrose Hope designer will:

#### Designing and Making

- Research independently and use my findings to inform their own designs.
- Demonstrate clear understanding of the design process.
- Communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- Use a range of tools and equipment competently with accuracy and precision.
- Understand how key events and individuals in design and technology have helped shape the world.
- Justify their designs and use of materials in a convincing way.
- Explain the design process for their product, including changes and refinements.
- Begin to think of marketing ideas for their product.

#### Technical Knowledge

- Work collaboratively on creating a functional structure taking into account stability, durability, assembly, and disassembly.
- Understand and use electrical systems in their products.
- Use a computer program to control a product.



<p><b>Cooking and Nutrition</b></p> <ul style="list-style-type: none"><li>• Begin to understand where and how a variety of ingredients are grown, reared, caught and processed.</li><li>• Use a range of cooking techniques to prepare and cook predominantly savoury dishes.</li><li>• Understand the principles of a healthy and varied diet.</li><li>• Analyse the taste, texture, smell and appearance of a range of foods.</li></ul>	<p><b>Cooking and Nutrition</b></p> <ul style="list-style-type: none"><li>• Understand where and how a variety of ingredients are grown, reared, caught and processed.</li><li>• Understand and apply the principles of a healthy and varied diet.</li><li>• Use their knowledge and experience of a variety of foods to help them create healthy savoury dishes.</li></ul>
<p><b>Textiles</b></p> <ul style="list-style-type: none"><li>• Develop technical vocabulary in relation to a project and the skills involved.</li><li>• Join fabrics using running stitch, over sewing and blanket stitch with increased confidence and autonomy.</li><li>• Prototype a product using j cloths.</li><li>• Use a prototype to make a pattern.</li><li>• Understand seam allowance.</li><li>• Begin to create own ideas to decorate and finish products.</li></ul>	<p><b>Textiles</b></p> <ul style="list-style-type: none"><li>• Use the correct vocabulary appropriate to the project</li><li>• Join fabrics using a variety of stitches with a good level of competence and skill.</li><li>• Create products using pattern pieces and seam allowance.</li><li>• Combine fabrics to create an aesthetically pleasing product.</li><li>• Reuse and refashion items to create a new product.</li><li>• Use different techniques to create colour and pattern on fabrics; batik, printing and tie dyeing</li></ul>