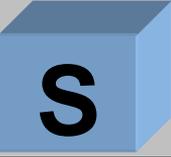


Year 8: ASK Yourself!

Subject: Design and Technology

Unit: Board Game

	Launching 1-2	Developing 3-4	Progressing 5-6	Mastering 7-9
 S skills				
Communication	I need to work on my grammar and spelling. My drawings are basic but neat.	My work is neat and all pages clear and easy to understand with care shown.	My drawings are clear and good quality and my grammar and spelling is accurate.	I use skilful drawings and good use of language to communicate my work beautifully.
Design	I found it difficult to think of ways to solve the design problem. I may have drawn a game that already exists.	I have two ideas that have solved parts of the design problem. The ideas may be incomplete in their thinking or communication. Ideas may be similar.	I can think of at least two effective solutions to solve the design problem. My design ideas are different from one another and I have thought about the different components that I will need to make.	I can solve design problems and come up with a range of effective solutions. My designs are creative and innovative. I have thought about all of the component parts in my game and how I will make it.
Research	You have collected an image of an existing game, but you haven't looked at it in any detail. You may have a few notes on your page.	You have looked at existing games and have written some notes to compare them. You have looked at one game in slightly more detail.	You have looked at existing games and have written some informative notes to compare them. You have looked at one game in particular detail, size, materials etc.	You have looked at games in detail and researched as much as you can about them. You have compared products & analysed what makes a good game.
Manufacture	I need guidance and help when selecting and using processes while making.	I complete most processes without need for assistance.	I also select the process to use and normally am able to complete this without help.	I am independent and select the most suitable processes for the production

				of my game. My game is made to a high quality.
 knowledge				
Evaluation	I evaluate my work based on my personal opinion and without justifying my point.	I evaluate my work and give some reasons for my opinion.	I look at my work in detail, justify my points and suggest improvements for the future.	I am also able to look at my work subjectively, taking others views into account.
Product Analysis	I have learnt that I need to look at existing products when designing a new product. I have made a start on some research pages.	I understand that looking at existing products is useful. I can compare products but find the analysis more challenging and my work lacks detail.	I use product analysis in my work to help me to find out what components an effective board game would need. I know why looking at existing products is useful, and how to do this.	I am able to understand what a product analysis and product comparison is. I can produce high quality, in depth analysis of a product. I can use this research to inform my design decisions.