

Criterion Assessment	A	B	B	D	A	C	C	D
Unit title	<b>Plastic fantastic</b>		<b>Pewter Casting</b>		<b>Pull Along Toy</b>		<b>Healthy Food Choices</b>	
Key Concepts	Communities / Change/ creativity/ global interactions		Communities / Development		Development / Systems		Communities / Development	
Related Concepts	Sustainability/ market & trends		Ergonomics, form, function, Adaption		Resources, sustainability, Collaboration, evaluation and perspective		Adaptation,Eating trends, Function, Evaluation	
Global context	<b>Globalisation and sustainability</b> - Identities and relationships, Personal and cultural expression		<b>Identities and relationships</b> - Design and make a keyring that could be sold as a novelty gift at a local seaside town. The keyring will be made from metal called pewter. The keyring could be sold internationally or at any seaside town.		<b>Identities and relationships</b> - Using a choice of Compliant/Resistant material. Designing and making a toy to act as an entertaining / learning aid for children. A Community Service project.		<b>Identities and relationships</b> - People can improve the lifestyle of themselves and others through their diet and food choices. You will investigate a variety of different materials and ingredients and evaluate the outcomes.	
Statement of Inquiry	People can improve the lives of people around them through developing innovative products through using less single use plastic (form + function) Designers adapt the form in which information is communicated in order to make it accessible for the end user - Investigation into materials / user / properties /forms and functions.		Technology can be utilised to save time and will allow for less mistakes to be made using CAD/CAM. Designers adapt the form in which information is communicated in order to make it accessible for the end user.		People can improve the lives of children around them through developing innovative products that stimulates growth and educational development. (form + function)		People can improve the lives of others through developing their diets and identifying the dietary needs for the human body.Students will be able to make educated choices based on the healthy guidelines available. materials /ingredients and the end user.	

A	B	B	D	A	C	C	D
Sweet Dispenser		Iterative Design		Trial & Error		Food Choice & Provenance	
Communities / Development / Systems		Scientific and technical innovation		aesthetics/ communication/ change /		aesthetics, development, creativity, communities, culture, global interaction, identity	
Resources, sustainability, Collaboration, evaluation and perspective		Systems, models, methods; products, processes and solutions		Adaptation, form, Invention, innovation, markets and trends, Function		Adaptation, markets and trends, function, evaluation, sustainability, resources	
<b>Personal and cultural expression-</b> Using a choice of compliant/Resistant material. Designing and making a sweet dispenser to act as an entertaining learning aid for children. A community Service project		<b>Scientific and technical innovation -</b> learning that systems developed through industry and society create a safe environment for designers to be innovative.		<b>fairness and development-</b> learning industry design processes and techniques to create and develop innovative products.		<b>Scientific and technical innovation -</b> understanding how technology & scientific advances impacts the food industry.	
People can improve the lives of people around them through developing innovative products that promote a cultural or religious festival. (form + function)		The discovery, development and use of new materials has framed the growth of civilisation. With that growth people have developed systems and processes to be creative with technologies. We must learn the methods and processes for creating appropriate uses for modern technologies and materials.		Through modelling and developing top companies create their products. As designers of the future you need to develop our skills in order to take part of the iterative design process. Designers get it wrong more times than they get it right, through this product students will learn resilience and the skill of product development.		Dishes can be influenced by developments in food technology and our understanding of where food comes from. By also deepening our understanding of sustainability we are more equipped to make informed decisions about the types processes, ingredients and materials we use to produce dishes.	