

YEAR 4 I can skills and knowledge statements to help inform scholar pack assessment

- **ALL** statements for each project **AND** a **FLAIR** and **ENTHUSIASM** for the topic = working above (some statements are aimed at working above)
- **MOST** to **ALL** statements for each project = working at
- **SOME** statements for each project = working below

I can statements
<u>Christmas stocking</u>
Can I design my stocking using a design criteria about measurements, sewing, appearance and user?
Can I label my design using specific vocabulary?
Can I explore and practice different sewing techniques?
Can I explore and research different existing products and use these to inform my design ideas?
Can I explain which sewing technique I will use and why?
Can I use my sewing technique with competence, little adult guidance and rectify mistakes?
Can I make and use a template effectively and understand its use?
Can I use scissors to cut with independence and make smooth lines?
Can I evaluate my product saying what went well and what I would improve?
<u>Making a clay Viking broach</u>
Can I design my product using multiple sketches, labels and pictures?
Can I explain my choice of design and its key features?
Can I evaluate existing products and use historical images for accuracy?
Can I explain why the clay needs a certain environment to be successful?
Can I use a range of clay tools with precision to recreate my design?
Can I explain and justify any changes made to my product?
Can I make my product appealing and eye catching using paint with precision and correct brushes?
Can I make sure I use my mouldable material correctly through rolling and using water to create good texture?
Can I evaluate my product saying what went well and what to improve next time?
Can I create a design criteria for my product and assess my product against this?
Can I peer evaluate?
<u>Buzzer board game</u>
Can I design a board game using multiple sketches and ideas?
Can I create a design criteria that incorporates measurements, user, function, appearance etc.
Can I evaluate and explore existing products to inform my decisions?
Can I work collaboratively with others to come to decisions and work equally?
Can I explore, understand and explain a simple buzzer electrical circuit?
Can I use tools and equipment competently to produce a secure, functional electrical circuit game? (e.g. tape, crocodile clips, metal wires, glue etc.)
Can I create a game that is attractive and appearance fits the user and function?
Can I test my product?
Can I evaluate my product against the design criteria and explain how it has/has not met it?
Can I evaluate my peer's products?

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