

Design Process

KS2 Dt · Follows the national curriculum

Name _____ Class _____ Date _____

1. Worked example

You want to design a pencil case. What should you think about in the 'Design' stage?

Step 1 · Think about the purpose and the user

Who will use it, what needs to fit inside, what materials to use

Answer: Plan who it's for, what it needs to hold, and what materials/shape would work best, before making anything

Check: Good planning before making saves time and avoids mistakes later.

2. Now try one with the steps

Why is 'evaluate' an important final step, not just an optional extra?

Step 1 · Think about what evaluating actually achieves

Answer:

3. Practice

Have a go at each one. There is space underneath to work it out.

1. What are the 3 main stages of the design process?

2. What should you think about during the 'Design' stage?

3. What happens during the 'Make' stage?

4. What happens during the 'Evaluate' stage?

5. You made a bag, but the handle broke. Which stage would you use to fix this, and how?

6. Why might designers go back and forth between Design, Make and Evaluate, rather than doing each stage only once?

4. Before you hand it in

Jumping straight to 'making' without planning first.

Always sketch or plan your idea in the Design stage before making anything.

Skipping the 'evaluate' stage because the product is already finished.

Always test your finished product and note what you'd do differently next time.