GCSE - Learner Profile Comments – Product Design

Projected Grade	EOY GCSE Comments
A*	An A* learner in Product Design is able to: ● Demonstrate and effectively apply detailed knowledge and thorough understanding of design and technology principles, in familiar and unfamiliar situations. ● They effectively apply creative, iterative design skills to fully address all the needs and wants of a situation or user. ● They design, develop and model innovative iterations, effectively testing their solutions, working safely with precision, and evaluate their design concept's fitness for purpose. ● They can communicate and present information clearly and accurately. They make sound judgements and substantiated conclusions. They critically analyse and evaluate design decisions and outcomes in relation to products and the wider issues in design and technology.
A	An A grade learner in Product Design is able to: ● Demonstrate and effectively apply detailed knowledge and thorough understanding of design and technology principles, in familiar and unfamiliar situations. ● They effectively apply appropriate iterative design skills to address all the needs and wants of a situation or user. ● They design, develop and model iterations, effectively testing their solutions, working safely with precision, and evaluate their design concept's fitness for purpose. ● They can communicate and present information clearly and accurately. They make well reasoned judgements and substantiated conclusions. They critically analyse and evaluate design decisions and outcomes in relation to products and the wider issues in design and technology.
B	A B grade learner in Product Design is able to: ● Demonstrate and apply accurate knowledge and good understanding of design and technology principles, in familiar and unfamiliar situations. ● They successfully apply appropriate iterative design skills to address most of the needs and wants of a situation or user. ● They design, develop and model iterations, testing their solutions, working safely with a degree of precision, and evaluate their design concept's fitness for purpose. ● They can communicate and present information clearly and accurately. They make many reasoned judgements and conclusions. They critically analyse and evaluate

	most of their design decisions and outcomes in relation to products and the wider issues in design and technology.
C	A C grade learner in Product Design is able to: ● Demonstrate and apply mostly accurate knowledge and understanding of design and technology principles, in familiar and unfamiliar situations. ● They apply appropriate iterative design skills to address many of the needs and wants of a situation or user. ● They design, develop and model iterations, testing their solutions, working safely with some precision, and evaluate their design concept's fitness for purpose. ● They communicate and present information generally clearly and accurately. They make some reasoned judgements and conclusions. They analyse and evaluate design decisions and outcomes in relation to products and the wider issues in design and technology
D	A D grade learner in Product Design is able to: • Demonstrate and apply some accurate knowledge and understanding of design and technology principles, in familiar and unfamiliar situations. • They apply an element of appropriate iterative design skills to address a number of the needs and wants of a situation or user. • They design, develop and model iterations, testing their solutions, working safely with some accuracy, and evaluate their design concept's fitness for purpose. • They communicate and present information generally clearly. They make a limited number of judgements and conclusions. They analyse some design decisions and outcomes in relation to products and the wider issues in design and technology
E	An E grade learner in Product Design is able to: • Demonstrate and apply basic knowledge and understanding of design and technology principles, in familiar and unfamiliar situations. • They apply basic iterative design skills to address some of the needs and wants of a situation or user. • They design, develop and model basic iterations, with some testing, working safely with some accuracy, and attempt to evaluate their design concept's fitness for purpose. • They communicate and present information in a straightforward way. There is some evidence of appraisal or appropriate conclusions. They analyse and/or evaluate some design decisions and/or outcomes in relation to products and the wider issues in design and technology.

F	An F grade learner in Product Design is able to: • Apply rudimentary knowledge and understanding of design and technology principles, in familiar and unfamiliar situations. • They apply rudimentary iterative design skills to address a few of the needs and/or wants of a situation or user. • They design, develop and model rudimentary iterations with limited testing, working safely with a some elements displaying a degree of accuracy. • They communicate and present information in a rudimentary way. There is some evidence of simple comments and/or conclusions. They make brief comments about design decisions and/or outcomes in relation to products and/or the wider issues of design and technology.
G	A G grade learner in Product Design is able to: • Apply simplistic knowledge and understanding of design and technology principles, in familiar and unfamiliar situations. • They apply simplistic iterative design skills to address one or two of the needs and/or wants of a situation or user. • They design, develop and model simplistic iterations with limited testing, working safely with a limited degree of accuracy. • They communicate and present information in a simplistic way. There is some evidence of simple comments and/or conclusions. They make brief comments about design decisions and/or outcomes in relation to products and/or the wider issues of design and technology.