



# Longfield Learning Journey



<b>Year Group: 8</b>	<b>Unit of work: Design for a user</b>	<b>Term: 2.2,3.1,3.2</b>		
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<b>Skills:</b>	<b>Context:</b>	<b>R</b>	<b>A</b>	<b>G</b>
AO1: Knowledge and Understanding	Gain and understand knowledge of drawing			
AO1: Knowledge and Understanding	Gain and understand skills and knowledge for rendering and orthographic drawing			

<b>Content: Design for a user</b>	<b>R</b>	<b>A</b>	<b>G</b>
<b>A</b> – Understand why it is important to consider the user when designing a product.			
<b>B</b> – To understand what a specification is and why we use a specification to design a product.			
<b>C</b> – To use a variety of different approaches to generate creative designs.			
<b>D</b> – Understand why product evaluation is important in the design process			

<b>K</b> <i>What you know</i>	<b>W</b> <i>What you want to know</i>	<b>L</b> <i>What have you learned</i>