



# Longfield Learning Journey



<b>Year Group: 10</b>	<b>Unit of work: Non-Exam-Assessment</b>	<b>Term: 2.1</b>
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<b>Skills:</b>	<b>Context:</b>	<b>R</b>	<b>A</b>	<b>G</b>
AO1: Identify, investigate and outline design possibilities to address needs and wants.	Using on of the exam board set contextual challenges.			
AO2: Design and make prototypes that are fit for purpose	Using on of the exam board set contextual challenges.			
AO3: Analyse and evaluate	Design decisions and outcomes, including for prototypes made by themselves and others Wider issues in design and technology			

<b>Content: Non-exam assessment</b>	<b>R</b>	<b>A</b>	<b>G</b>
<b>A</b> - Identifying & investigating design possibilities			
<b>B</b> - Producing a design brief & specification			
<b>C</b> - Generating design ideas			
<b>D</b> - Developing design ideas			
<b>E</b> - Realising design ideas			
<b>F</b> - Analysing & evaluating			

<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>