

## Year 7 Design and Technology Graphics Colour Band Descriptors

<b>"Green" Skills Criteria - Practical</b>	<b>"Green" Skills Criteria - Theory</b>
I can create basic shapes using 2D Design.	I can list a range of different papers and cards.
I can use the 'bound fill' tool on 2D Design.	I can explain where paper and card comes from.
I can use colour to help my drawings stand out.	I know what a stock form is.
I can use a die cutter safely.	I know what CAD and CAM stand for.
I use thick and thin lines to help my drawings stand out.	I can explain why not all things are made by hand.
I can use collage when making a mood board.	I know what 'product analysis' means.
I can assemble basic nets into 3D packages.	I know that ACCESS FM is a helpful acronym used in technology to evaluate products.

<b>"Pink" Skills Criteria - Practical</b>	<b>"Pink" Skills Criteria - Theory</b>
I can create complex shapes using 2D Design.	I can identify a range of different papers and cards.
I can use the 'bound fill' tool on 2D Design to create gradient fills.	I can explain the key steps in the paper manufacturing process
I can use light and shade when colouring to help my drawings stand out.	I can list some stock forms of paper.
I can explain how a die cutter works in my project and use it safely.	I can define CAD and CAM and give examples of both.
I can explain why thick and thin lines to help frame my drawings.	I can list some industries that rely on CAD and CAM.
I can use the remove background, border and shapes tools when making a mood board.	I know how a product analysis can help to inform my design criteria
I can design nets suitable for assembly into 3D packages.	I can list some of the key words from ACCESS FM

<b>"Yellow" Skills Criteria - Practical</b>	<b>"Yellow" Skills Criteria - Theory</b>
I can use the 'start edit' tool to move nodes on 2D design	I can list some properties of key types of paper and card
I can use the 'bound fill' tool on 2D Design to create complex fills, including texture	I can explain why bleaching agents might be added to paper or card
I can get a fine tonal range when rendering with light and shade	I know what duplex is and why it is used.
I can explain why a die cutter works in industry	I can give some advantages of CAD and CAM
I can use detail drawings to give more information about my design ideas	I can explain how CAD and CAM has been used to make my product look more professional
I can contextualise my mood board using thoughtful annotations	I can create a set of design criteria in response to my research
I can laminate paper graphics onto card nets accurately	I can list all of the words from ACCESS FM.

<b>"Blue" Skills Criteria - Practical</b>	<b>"Blue" Skills Criteria - Theory</b>
I can vectorise graphics from the internet on 2D Design.	I can list a range of different papers and cards.
I understand how the 'rel' box works when drawing to given sizes on 2D Design.	I can list the steps in the paper/card manufacturing process.
I know how to edit hand drawn images on the computer once they have been scanned in.	I can explain why stock forms are important.
I can use a craft knife to cut out card shapes by hand.	I can give some disadvantages of CAD and CAM.
I can use a fine-liner to frame my drawings and help them to stand out.	I can identify some social and economic impacts of CAD and CAM.
I can make use of scale and page hierarchy to highlight particular pictures on my mood board.	I can justify my design criteria by using connectives.
I can add a mechanism to my net that might allow it to lock or pop.	I can reach conclusions in my research and use it to inform my design work.

<b>"Salmon" Skills Criteria - Practical</b>	<b>"Salmon" Skills Criteria - Theory</b>
I can develop my vectorised graphics through use of colour and node editing	I can explain the environmental positives/negatives of using paper and card to manufacture the CD case
I can use the 'dim lines' tool to dimension my work and prove its accuracy	I can list in order the manufacturing steps for paper/card.
I can promote my CD to a particular customer through thoughtful use of typography	I can give examples of stock forms in a variety of materials and explain their uses
I can use detail drawings to explain how my final design has developed from my initial idea	I can explain some moral and environmental impacts of CAD and CAM.
I can explain my choice of colours; i.e. why they are appropriate for that particular band/artist/customer.	I can explain how my project might be made if mass produced.
I can create a client profile from my mood board	I can use key words from ACCESS FM when generating my design criteria
I can create an original net that doesn't follow the 4-fold template.	I can develop my work after mid-point review through understanding that design is an iterative process.