

### Characteristics of a gifted a D&T pupil:

- Able to work independently and use different approaches in problem solving.
- Work with confidence in contexts beyond their daily experiences and empathise with both user and client needs.
- Capable of rigorous analysis, explaining why products look like they do, materials used, methods and scale of production.
- Have flashes of inspiration, originality and innovation in their idea generation.
- Demonstrate high levels of technological understanding and application.
- Display consistently high levels of making, accuracy and finish in all practical work.
- Be sensitive to aesthetic, IPSAC, social and cultural issues when designing and evaluating.
- Get frustrated when a teacher demands that they follow a rigid design and make process.

### Teacher identification of a gifted D&T student:

- 1.Outstanding performances evidenced in all designing and making activities, beyond NC levels for their age group.
- 2.High level of contribution in class discussions.
- 3.Asking appropriate questions in class and providing detailed and accurate answers – an enquiring mind.
- 4.A willingness to take a leadership role in class, possibly mentoring other students.

The department feel the most useful criteria need to be generic and demonstrated in two discrete Key Stage strands. This will reflect prior knowledge, curriculum time and the distinct and varied materials areas that represent D&T at St John Fisher.

### Key Stage 3

- Excellent awareness of Health and Safety procedures in a variety of D&T environments.
- Select and use appropriate tools, equipment and processes independently.
- Manufacture with care, control and accuracy quality outcomes fit for their intended purpose.
- Demonstrate excellent knowledge assimilation through application in all design and practical work.
- Provide evidence of 'peer-mentoring' and support.

### Key Stage 4

*In addition to the above:*

- Look to previous knowledge and understanding to inform and improve current and future design activities and outcomes.
- Apply Quality Assurance and Quality Control procedures in the design and production of prototype outcomes.
- Work with confidence and maturity as part of a group or independently.