



DECIDING ON THE DT PRODUCT

??? SIX KEY QUESTIONS ???

Is there an identified, intended user for the product?

Is there a purpose for the product?

Does it fulfil a need?

Is it real life?

Is it relevant?

Can it be easily tested?

Additional consideration: When the children are designing their product, will they be responsible for making the design decisions resulting in a product that is authentic to them?

Relevant Contexts (Non-Statutory Guidance– National Curriculum):

Key Stage 1: Home and school, **gardens and playgrounds, the local community**, industry and the wider environment

Key Stage 2: Home, school, **leisure, culture, enterprise**, industry and the wider environment