



Year 8	Grade Descriptors For Design and Technology Assistive Devices Designing For Client Needs Falls roughly on week 7-8 of a 12-week rotation so not all criteria is relevant at the time of the Data Drop
Progress Grade	All Data Drops Covered
Working Towards	A student can: <ul style="list-style-type: none">• Understand or identify the daily challenges of their end user.• Use empathy studies to frame a specific challenge.• Generate simple design ideas.• Makes limited development to any concept ideas.• Make a product/prototype for their end user. However, it was an unsuccessful solution in terms of solving their problems and is unable to suggest improvements or make iterations.
Expected	A student can: <ul style="list-style-type: none">• List the daily challenges of their end user. However, physical and emotional pain points are limited or not fully identified.• Frame a specific challenge to take on. However, the challenge was based on assumptions rather than evidence-based empathy studies.• Generate several design ideas by thinking convergently.• Develop several concept ideas through visual methods. The design aspects and features have links to their end user's needs.• Make a simple product/prototype for their end user.
Above	A student can: <ul style="list-style-type: none">• Develop empathy for an end user by listing and identifying their daily challenges, together with specific physical and emotional pain points.• Frame a specific challenge by analysing their empathy studies and drawing conclusions.• Generate a wide range of design ideas by thinking divergently, which are analysed and placed in order of importance/potential impact.• Develop multiple concept ideas through visual methods. The design aspects and features have strong links to their end user's needs.• Make a successful product/prototype for the end user, which involved an iterative process of testing and refinement.
Exceptional	A student can: <ul style="list-style-type: none">• Develop a deep sense of empathy for their end user by listing and identifying their daily challenges, together with specific physical and emotional pain points. Their descriptions and visuals are rich and varied, providing them with compelling insights.• Frame a specific challenge by analysing their empathy studies and drawing conclusions. Multiple options are considered and narrowed down by thoroughly assessing opportunity and feasibility.• Generate an overwhelming range of design ideas (from practical to 'wild') by thinking divergently and creatively. Ideas are carefully analysed and placed in order of importance/potential impact.• Develop an abundance of concept ideas through visual methods. They map out an overwhelming number of design aspects and features, before prioritising them and taking forward the elements that would have the most positive impact for their end user.• Make a lifechanging product/prototype for the end user, which involved an iterative process of engaging testing and evidence-backed refinement.