



SCAMPER

Using SCAMPER to improve literacy in D&T when developing ideas.

- S - Substitute (What else could be used?)
- C - Combine (Put together differently)
- A - Adapt (Adjust)
- M - Modify (Change the form)
- P - Purpose (Give another purpose)
- E - Eliminate (Take part away)
- R - Rearrange (Change layout)

Remember: The words above are NOT rules, make your own up and give it a go!



SCARED

SCALE:

Make something bigger or smaller

COMBINE:

Join 2 parts of your idea in a different way

ADD:

Put something new on your design

REPLACE:

Swap something on your design

ERASE:

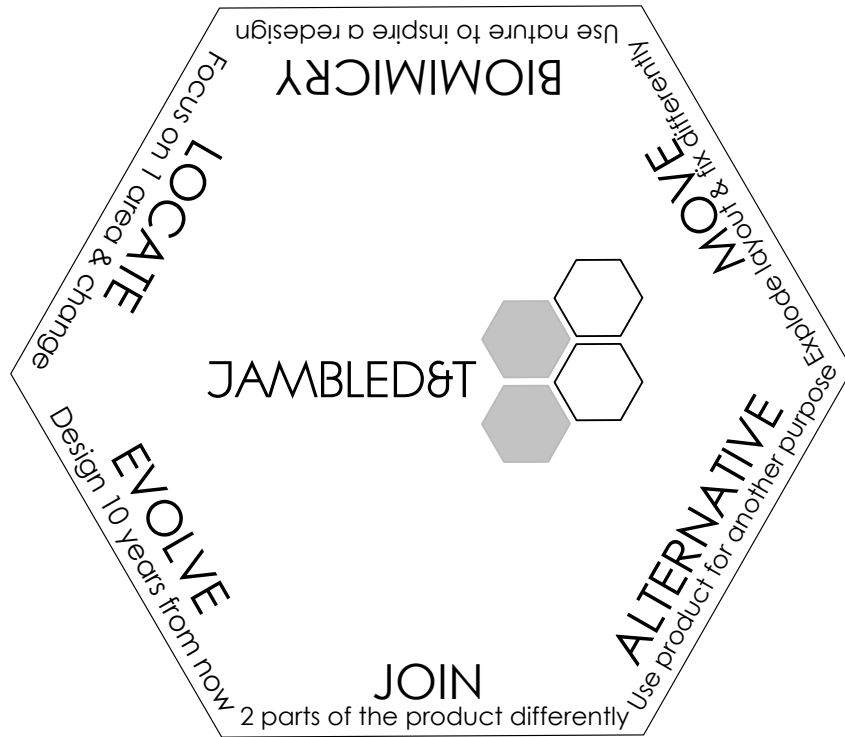
Take something away from your design

DESIGN:

For a specific user

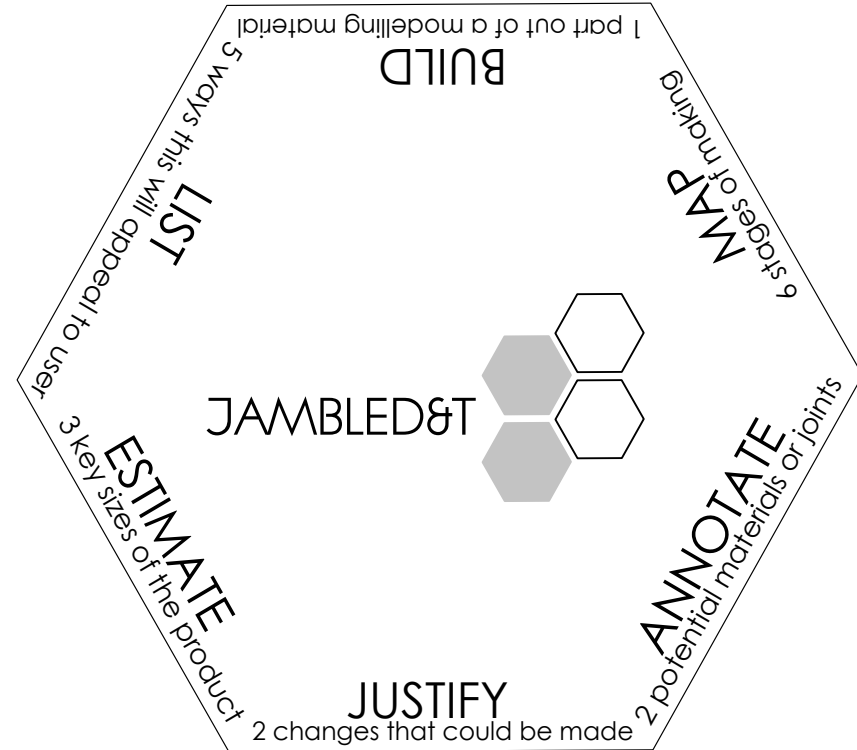
Rolling the 'SCARED' dice will help prompt ways in which you can develop your design ideas!

JAMBLE+



Use JAMBLE to help develop your design thinking and ideas. Remember you can develop all or part of your design!

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S.E.E



Using S.E.E is essential for success in D&T

- **STATEMENT**
- **EVIDENCE**
- **EXPLAIN**

Make a **statement**, find some **evidence** to back it up then **explain** what the **evidence** proves. S.E.E shows that you have read and understood the information in detail.

MDF is easy to shape due to it being made up of compressed fibres. As a manufactured board, it can be produced in large sheet form and of different thickness, making it ideal for curved edges in a project.

4 R's



Using 4 R's to improve literacy in D&T

- **Read**
- **Record**
- **Review**
- **Redraft**

Read through the theory and exam questions.

Record important points from text.

Review the information against what the question is asking.

Redraft potential answers.

Check what the theory content is for your exam and see which chapters cover this in the course textbook.



DIRT

- Rewrite and improve
- Correct spellings
- 10 x correct spellings
- Grammatical Errors
- Respond to verbal feedback
- Copy out neatly
- Likes or dislikes about work
- Set targets for improvement
- Compare your work with others
- ●●● RAG learning objectives
- Underline all headings

'Directed Improvement & Reflection Time' gives you the opportunity to improve your work by reacting to feedback. Why not use some of the points above to make a start?



ACCESS FM

Using ACCESS FM to improve literacy in D&T when analysing.

A - Aesthetics (Style/Colour/Inspiration)

C - Cost (Price? Value?)

C - Customer (who is it aimed at?)

E - Environment (Sustainability, 6 R's)

S - Safety (for user/children)

S - Size (Key dimensions)

F - Function (What does it do?)

M - Materials (What? Why?)

Remember, ACCESS FM can be used to help your design specification, annotation and evaluation!



P+SA

In order to improve your work, why not try some Peer & Self Assessment before asking your teacher?

WWW - What Went Well?

EBI - Even Better If?

3KW - 3 Key Words?

SPaG - Spelling, Punctuation & Grammar

What else could we try?

- Explain 2 key points about the lesson to a peer.
- Ask a question to a peer before asking the teacher.
- Set a possible homework task linked to your work.