

Technologies - Craft, design, engineering and graphics contexts for developing technological skills and knowledge

Second Level TCH 2-12a

By applying my knowledge and skills of science and mathematics, I can engineer 3D objects which demonstrate strengthening, energy transfer and movement.

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Second Level TCH 2-13a

During practical activities and design challenges, I can estimate and measure using appropriate instruments and units.

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Second Level TCH 2-14a

Through discovery and imagination, I can develop and use problem solving strategies to construct models.

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Second Level TCH 2-14b

Having evaluated my work, I can adapt and improve, where appropriate, through trial and error or by using feedback.

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Second Level TCH 2-15a

I can use drawing techniques, manually or electronically, to represent objects or ideas, enhancing them using effects such as light, shadow and textures.

Technologies - Craft, design, engineering and graphics contexts for developing technological skills and knowledge

Second Level TCH 2-15b

Throughout my learning, I experiment with the use of colour to develop an awareness of the effects and impacts it can have.