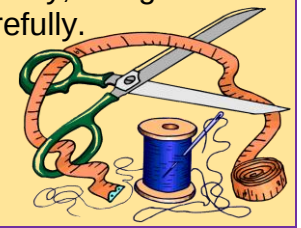
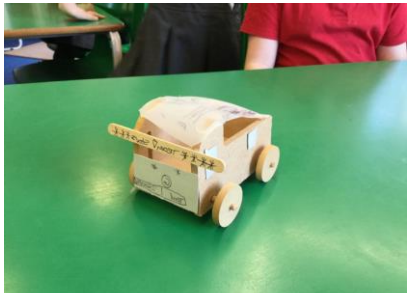
What makes a good Designer at Kingsfield?

To be original and willing to take creative risks to produce innovative ideas and prototypes. 	To be able to manage risks exceptionally well to manufacture products safely and hygienically.	To be a responsible designer and maker, working ethically and safely, using finite materials carefully. 
To have a thorough knowledge of which tools, equipment and materials to use to make a product and be able to evaluate it.		To be able to carry out research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs.
To be able to apply mathematical knowledge. 	**INTENT** To nurture creativity and innovation through design, and by exploration of the designed and made world in which we all live and work.	To work independently or cooperatively showing a passion for subject knowledge in Design and Technology. 