

MYP Design Reflection & Evaluation

Table Design Project

Strands Di, Dii, Diii, Div

Group 1

Criteria D: Evaluating

	0	1-2	3-4	5-6	7-8
i. outline simple, relevant testing methods, which generate data, to measure the success of the solution	The student does not reach a standard described by any of the descriptors	The student defines a testing method, which is used to measure the success of the solution	The student defines a relevant testing method, which generates data, to measure the success of the solution	The student defines relevant testing methods, which generate data, to measure the success of the solution	The student outlines simple, relevant testing methods, which generate data, to measure the success of the solution
ii. outline the success of the solution against the design specification	The student does not reach a standard described by any of the descriptors	The student states the success of the solution	The student states the success of the solution against the design specification based on the results of one relevant test	The student states the success of the solution against the design specification based on relevant product testing	The student outlines the success of the solution against the design specification based on authentic product testing
iii. outline how the solution could be improved	The student does not reach a standard described by any of the descriptors		The student states one way in which the solution could be improved	The student outlines one way in which the solution could be improved	The student outlines how the solution could be improved
iv. outline the impact of the solution on the client/target audience.	The student does not reach a standard described by any of the descriptors		The student states one way in which the solution can impact the client/target audience	The student outlines the impact of the solution on the client/target audience, with guidance	The student outlines the impact of the solution on the client/target audience

Instructions

You are now nearing the end of your project. You will write a piece of reflective work that shows how you connected your learning throughout the design cycle.

You should not just answer each question separately — instead, write in paragraphs or sections, and include ideas from the guiding questions below to help you reflect.

Use this reflection to show how you applied your research, technical skills, and understanding of the design cycle to create your table model.

Part 1: Testing and Evaluating the Final Product

(Strand Di: Describe the impact of the solution on the client/target audience)

In this section, write about:

- How is your table design functional?
- How well does your table design meet the needs of a potential client or target audience?

- If someone used your table, how would it perform? What are its strengths?

You may want to think about form and function here — how the shape and style of your table support how it is used.

Part 2: Explaining the Impact of the Solution

(Strand Dii: Explain the impact of the solution)

Reflect on:

- What positive outcomes did your table model achieve?
- How did using the design cycle help you develop an effective furniture design solution?
- What part of your table design are you most proud of — and why?

Part 3: Describing Improvements

(Strand Diii: Describe how the solution could be improved)

In this section, reflect on:

- What feedback did you receive?
- What would you improve about your table design based on feedback and your own reflection?
- If you had more time, what changes or next steps would you take to improve the product?

Part 4: Explaining How the Design Cycle Was Used

(Strand Div: Explain how the design cycle was used to develop the solution)

Here, write about how going through the design cycle helped you develop your table:

- What are the four stages of the design cycle?
- How did each stage help you move from an idea to a finished model?
- How did your understanding of form and function change as you worked?
- Which Tinkercad tools were most helpful in creating your design?

Also consider:

- How do designers use the design cycle to create effective solutions?

Final Reminder

Remember, this is not just a list of answers — it should be a thoughtful piece of writing that shows how your learning was connected through your design project. Use the questions as a guide to help you explain your thinking clearly.