WALT: Evaluate our designs against a design brief
Context: Underwater World
Success Criteria:
I can recognise parts of my design that were successful.
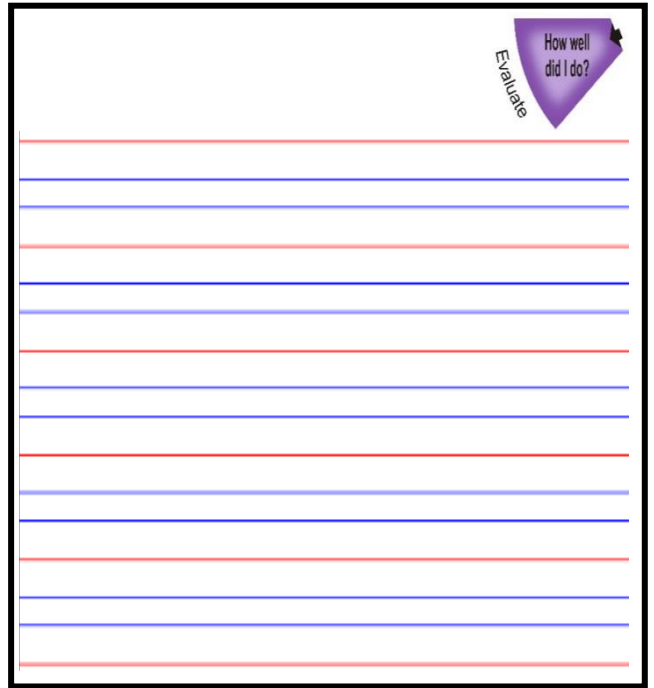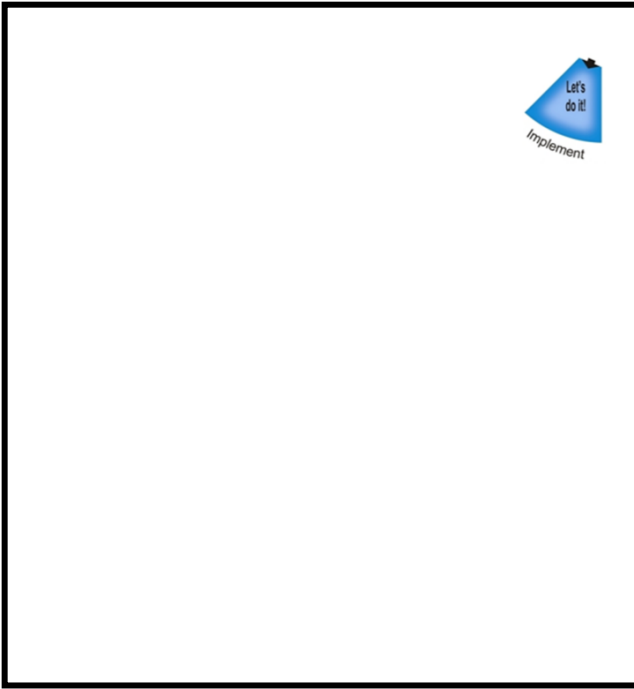I can recognise parts of my design that weren't successful.
I can evaluate my design against the design brief.
Deepening: I can give and receive feedback.

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Design Criteria:
Your underwater world needs:
- Levers and sliders.
- To have appealing, underwater colours.
- made of soft, fabric material
- To be decorated in an appealing way for yourself.
- To include underwater features e.g. underwater animals, seaweed, coral etc.

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Communicate your design and product to a partner. Can they evaluate your product?