

## Design and Technology Vocabulary

**Design:** Show how your product is going to meet your audiences' wants and needs.

**Make:** Create your product in line with your design.

**Evaluate:** decide whether your product has been successful in line with your design.

**Audience:** who we are making our product for.

**Product:** what we are making.

**Purpose:** the reason we are making our product.

**Design Criteria:** The things that our product must include to be successful.

**Initial ideas:** lots of ideas which might work.

**Final idea:** the chosen idea which best meets the design criteria.

**Material:** what the product is made of.

**Feedback:** what do people think of your product.

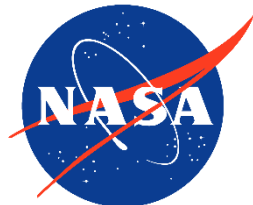
**Prototype:** a first version of a product used to develop the idea, sometimes smaller than the actual product.

**Structure:** a building or object constructed from several parts.

**Strengthen and Reinforce:** stiffen or support with extra material.

**Strong and stable** – won't break if used too much.

**Triangulation** – use triangles to re-enforce a shape.



## Design and Technology

Structures, Mechanisms, Electrical Systems and Programming

### Microbits:

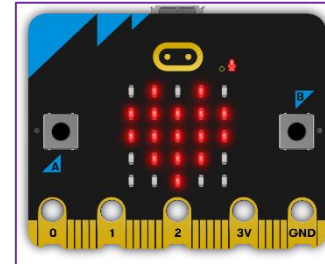
**Control** – running something on a Computer.

**Program** – set of instructions for a computer to follow.

**Input device** – enters data into the computer

**Output device** – receives data from the computer

**Coding** - writing instructions for computers and other hardware.



**Brightness** – amount of light something produces.

**Volume** – how loud something is

**Cell** – an electrical power supply

**Voltage** – how strong the current is

**Battery** – a container of cells

**Switch** – a device to make or break a circuit.

**Motor** – a device that converts electrical energy into movement.

**Electrical conductivity** – how well a material can conduct electricity.

**Thermal conductivity** – how well a material can conduct heat.

**Mechanism** - parts working together in a machine.

**Axle** – a rod that enables a wheel to rotate. The wheel can rotate freely on the axle or be fixed to, and turn with, the axle.

**Axle holder** – the part through which an axle fits and rotates.

**Chassis** – the frame or base on which a vehicle is built.

**Wheel** – a circular part that fits on an axle to make an object move.

Free axle - fixed wheels

Fixed axle - free wheels

### Circuit Diagram

