

Topic

Digital World: Mindfulness
Moments Timer

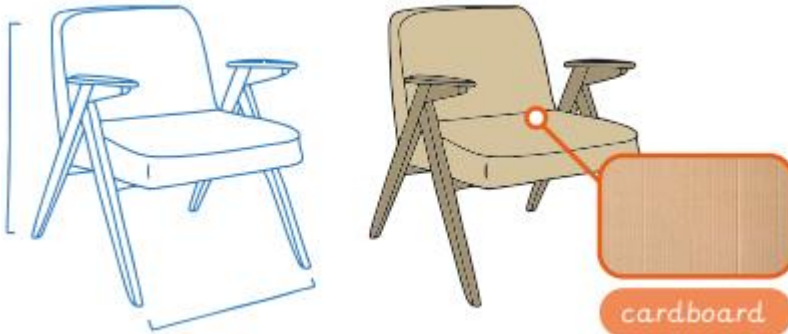


Holy Family Halewood
Year 3 and 4 Design Technology

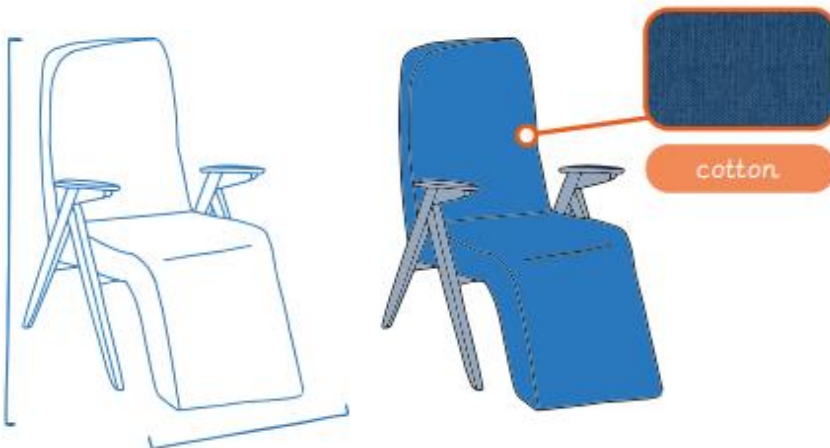


Prototypes

Prototypes are the first examples of a product made with cheap, easy-to-find materials. They let you test the form and function of an idea and help gather feedback about ergonomics and aesthetics.



They help you make better decisions about size, shape and materials for the next version or the final design.



Learning Objectives

- To evaluate existing products.
- To develop design criteria.
- To program and control a product.
- To develop and communicate ideas.
- To develop ideas through computer-aided design.
- To consider feedback and evaluate.

Key Vocabulary

Advantage: Something good about the product that helps the user.

Aesthetic: How something looks.

Brand: A particular company's products and logo.

Disadvantage: Something about a product that makes things more difficult.

Ergonomic: How comfortable a product or piece of equipment is to use.

Exhibition: An event where things are shown to the public.

Loop: A series of instructions that is repeated.

Prototype: A first example of something.

Research: A detailed study of something to get more information.

Variable: A word that stands for a set of values or numbers.

Product Forms

Many products that have similar functions take different forms.



on-screen timer



sand timer



egg timer



wind-up timer