
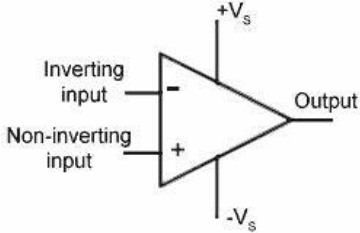


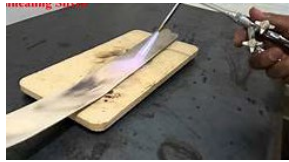


Design Technology - Glossary and Topic Vocabulary Document

General Glossary of Design Technology Terms

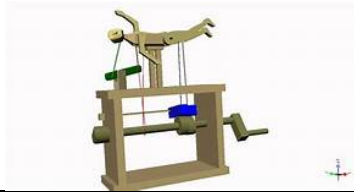
Please find below a bank of general Design Technology terms with their associated definitions, use this to ensure you have accurate understanding of the terms that are commonly used when teaching the subject of Design Technology – these terms have been selected as they will be commonly used in all year groups across the school.

Key Term	Definition
Abrasive	<p>A material which can wear others away.</p> 
Aesthetics	The artistic, tastefulness and beauty of the product.
Amplifier	<p>A circuit which makes small signals larger.</p> 
Analysis	A detailed examination of the elements or structure of an object.
Annealing	A making metal softer and easier to work .



Automata

Model of figures which moves when handles are turned.



Axis

The centre of rotation.



Bacteria

Micro-organisms, some can cause food poisoning.






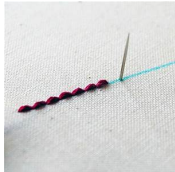

Balanced diet

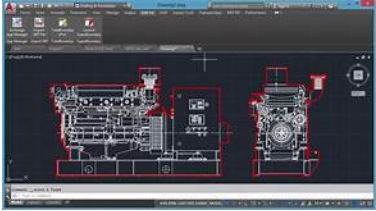
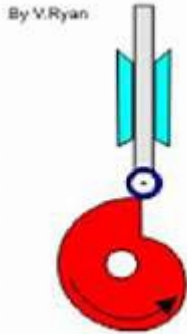
A diet giving all or most of the nutrients needed.






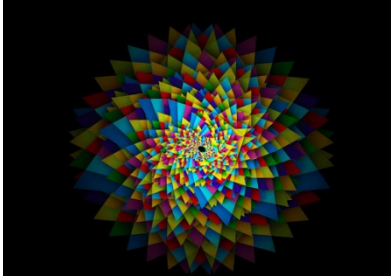

Batch production




Making a small number of a product.


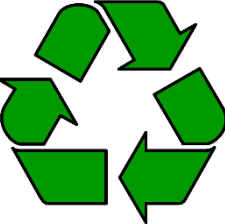
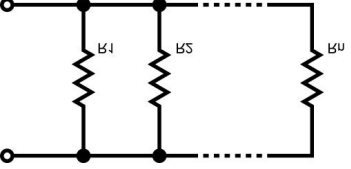
	
Baste	<p>To coat with oil while roasting.</p> 
Beat	<p>To mix with a fork or whisk.</p> 
Back stitch	<p>Stitching where each stitch overlaps the previous one.</p> 
Blanket Stitch	<p>Hemming stitch, particularly on the edge of blankets.</p> 
Bespoke	<p>A product that has been made to order .</p>
Bond	<p>To join materials together.</p>

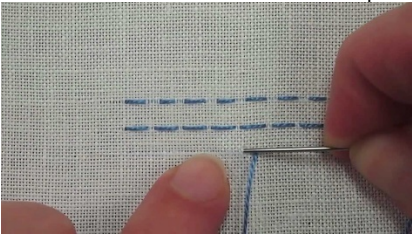

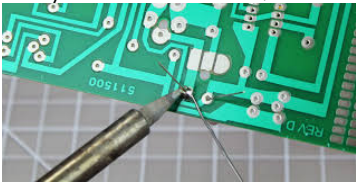

Bowing	Becoming bent along the length of the piece of wood.
Brand Loyalty	Being Loyal to one Brand that makes different products. For example buying groceries from Tesco's or buying Samsung phones and other electronic goods.
BSI- British Standards Institute	British Standards Institute has responsibility of devising standards that particular products must meet, for a variety of reasons. For example toys must be tested to BS EN 71, for safety reasons.
CAD	Computer aided design. 
CAM	Computer-aided manufacture. A shaped disc or eccentric wheel. 
Carbohydrates	Sugars and starches.

Clamping	<p>Forcing two materials together using a G-clamp or vice</p> 
Client	<p>A person who the designer is making the product for, and they may be different to the end user or consumer. For example designing clothes for Monsoon, Marks and Spencer's etc.</p>
Criteria	<p>Requirements which must be met.</p>
Cross Stitch	<p>Stitches which form a cross shape.</p> 
Design	<p>To create a plan or scheme either from new ideas or by presenting existing materials in a new way.</p>
Design brief	<p>A statement of what needs to be designed and/or made.</p>
Design process	<p>Process of designing from identifying a need, generating a design, planning and making it and evaluating its performance.</p>
Design proposal	<p>A possible solution in response to a design brief.</p>
Durability	<p>The ability of a material or product to last a long time. The ability to do its job for a long period.</p>
End User	<p>A person who uses the product for its intended purpose, but may not have bought it.</p>

Equipment	<p>The tools and materials used to carry out a task.</p> 
Evaluation	<p>Assessment of how an artefact functions.</p>
Final design	<p>Chosen solution from a selection of design ideas.</p>
Function	<p>The intended use of any product.</p>
Graphics	<p>Use of pictures and words to communicate ideas and information. An Introduction to Design and Technology Vocabulary Developing, planning and communicating ideas.</p> 
Hinge	<p>Movable joint.</p> 

Hacksaw	<p>Small saw with removable blades for cutting small sections of wood, metal or plastic. Its teeth face forwards so it cuts on the push stroke (safety warning)</p> 
Initial Designs	<p>Your first design sketches that show a range of possible ideas. (These are usually accompanied by comments that are you on-going evaluation)</p>
Insulator	<p>A material which does not allow electricity to pass through it, or which slows down heat transfer.</p> 
Knead	<p>To form a dough mixture.</p> 
Malleable	<p>Able to be worked into different shapes or bent without cracking.</p>
Market research	<p>To find gaps in the current market, used to find out people's needs and tastes, often by questionnaire.</p>
Manufacturer	<p>A person or company that will make the product.(See also One OFF production, Batch Production and Mass Production)</p>
Mass Production	<p>The continuous production on one product: e.g. motor cars, TVs, aluminium cans, plastic vending beakers, etc. The product may be produced around the clock and once it has commenced, the (sometimes automated?) machinery is made maximum use of.</p>
Mock up	<p>A model which allows you to try out ideas using cheaper materials/temporary joints.</p>

<p>Mechanism</p>	<p>A device for changing the direction and/or amount of movement.</p> 
<p>Primary source</p>	<p>Original source of information as opposed to information collected from published materials.</p>
<p>product analysis</p>	<p>A way of investigating and describing products in order to develop new designs.</p>
<p>Prototype</p>	<p>A model which is made to test whether a design will work.</p>
<p>Quality Assurance</p>	<p>The guarantee a company can give that their product will be reliable based upon the reliability of the tests carried out when the product was made.</p>
<p>Quality Control</p>	<p>Individual tests carried out to check the product is being assembled correctly during production.</p>
<p>Recycle</p>	<p>Recycling involves processing used materials into new products in order to prevent waste.</p> 
<p>Resistance</p>	<p>In an electrical circuit, the opposition to the current flowing through it.</p> 

Running stitch	<p>Stitches which do not overlap.</p> 
Safety ruler	<p>Ruler with a raised centre and groove to guard fingers.</p> 
solder	<p>Alloy of lead and tin, used to join metals together.</p> 
Sustainable Design	<p>Designing a product using the philosophy of RETHINK, REFUSE, REDUCE, REUSE, REPAIR, RECYCLE in order to reduce the use of energy and environmental impact of products. (each is defined in this glossary)</p> 
Texture	<p>Surface quality of being, for example, hard, soft, smooth or rough Textile- A woven material.</p>
tacking stitch	<p>Light stitching to hold material in place. Method of tying parts of a piece of cloth tacking stitch.</p>
Vice	<p>Holding device for components or materials so they may be worked on.</p>

Weaving

Interlacing threads running in two directions.



Relevant Topic Vocabulary

Please find below lists of Design and Technology vocabulary that relevant to the topics being studied by Year Groups 1-6, the definitions for each of the word

*Please note that the words displayed below are additional to those displayed in the glossary, relevant key terms from the glossary will be used throughout these topics.

Paganel Primary School Design Technology Vocabulary

	Autumn	Spring	Summer
Year 1	<i>Treasure Island</i> <u>Cutting</u> - the action of cutting something. <u>Gluing</u> - fasten or join with or as if with glue. <u>Folding</u> - to able to be bent or rearranged into a flatter or more compact shape, typically in order to make it easier to store or carry. <u>Product</u> - an article or substance that is manufactured or refined for sale. <u>Improve</u> -achieve or produce something better than.	<i>Time Travel</i> <u>Design</u> -a plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made. <u>Replica</u> - an exact copy or model of something, especially one on a smaller scale. <u>Structure</u> - a building or other object constructed from several parts. <u>Stable</u> - not likely to give way or overturn; firmly fixed	A day in the life of <u>Electricity</u> - a form of energy resulting from the existence of charged particles. <u>Nutrition</u> - the process of providing or obtaining the food necessary for health and growth. <u>Programming</u> - the process of writing computer programs.

<p>Year 2</p>	<p><i>The Earth: Our home</i></p> <p>DT not taught.</p>	<p><i>Buildings</i></p> <p><u>Stabilise</u>- make or become unlikely to give way or overturn. <u>Manipulate</u>- handle or control. <u>Repair</u>- restore (something damaged, faulty, or worn) to a good condition.</p>	<p>The magic toymaker</p> <p><u>Structures</u> - a building or other object constructed from several parts. <u>Hygiene</u> - conditions or practices conducive to maintaining health and preventing disease, especially through cleanliness. <u>Construction</u> - the action of building something, typically a large structure. <u>Produce</u> - make or manufacture from components or raw materials.</p>
<p>Year 3</p>	<p><i>Scavengers and Settlers</i></p> <p><u>Plan</u>- a detailed proposal for doing or achieving something. <u>"fit for purpose"</u>- well equipped or well suited for its designated role or purpose. <u>Processes</u> <u>**</u></p>	<p><i>Different Places, Similar Lives.</i></p> <p><u>Ingredients</u>- a component part or element of something <u>Sustainable packaging</u>- the development and use of packaging which results in improved sustainability. <u>Combine</u> - join or merge to form a single unit or substance. <u>Technique</u>- a skilful or efficient way of doing or achieving something.</p>	<p>A to B</p> <p><u>Sketches</u>- to make a rough drawing of an idea/ design. <u>Models</u> - a three-dimensional representation. <u>Struts</u>- a rod or bar forming part of a framework and designed to resist compression.</p>

<p>Year 4</p>	<p><i>Make a Difference</i></p> <p><u>Product</u> - an article or substance that is manufactured or refined for sale.</p> <p><u>Sources</u> - a place, person, or thing from which something originates or can be obtained.</p> <p><u>Packaging</u>- the development and use of packaging</p> <p><u>Develop</u>- grow or cause to grow and become more mature, advanced, or elaborate.</p> <p><u>Ingredients</u>- a component part or element of something</p> <p><u>Healthy</u> - in a good physical or mental condition.</p> <p><u>Safety</u>- the condition of being protected from or unlikely to cause danger, risk, or injury.</p> <p><u>Processes</u>- a series of actions or steps taken in order to achieve a particular end.</p> <p><u>Preserve</u>- maintain (something) in its original or existing state.</p> <p><u>Change</u> - make or become different.</p>	<p><i>Island Life</i></p> <p><u>Malleability</u>- the quality of something that can be shaped into something else without breaking.</p> <p><u>Amend</u>- make minor changes to (a text, piece of legislation, etc.) in order to make it fairer or more accurate, or to reflect changing circumstances.</p> <p><u>"fit for purpose"</u>- well equipped or well suited for its designated role or purpose.</p> <p><u>Textural materials</u> – materials with a texture to them. For example; bumpy, raised or soft.</p> <p><u>Embellishment</u> - a decorative detail or feature added to something to make it more attractive.</p>	<p><i>Young Entrepreneurs</i></p> <p><u>Fashion</u> - a popular or the latest style of clothing, hair, decoration, or behaviour.</p> <p><u>Photo montage</u> - a combination of several photographs joined together.</p> <p><u>Fine detail</u> – the small and delicate details added to a product.</p>
<p>Year 5</p>	<p><i>Moving People</i> DT not taught.</p>	<p><i>Earth as an Island</i></p> <p><u>Cross sectional diagram</u></p> <p><u>Ingredients</u>- a component part or element of something</p> <p><u>Combine</u> - join or merge to form a single unit or substance.</p> <p><u>Rubbing</u>- the action of rubbing something – to use your hand and move in different directions.</p> <p><u>Adaptations</u>- the action or process of adapting or being adapted.</p> <p><u>Promote</u> - support or actively encourage (a cause, venture, etc.); further the progress of.</p>	<p>What price progress.</p> <p><u>Digital</u>- typically a product which is represented by values of a physical quantity such as voltage or magnetic polarization.</p> <p><u>Combine</u>- join or merge to form a single unit or substance. For example; combine the flour with the margarine and salt.</p>

Year 6

AD900

Replica - an exact copy or model of something, especially one on a smaller scale.

Criteria- a principle or standard by which something may be judged or decided.

Modify- make partial or minor changes to (something).

Join- a place or line where two or more things are connected or fastened together.

Modifications-
the action of modifying something.

Going Global

Ergonomics- the study of people's efficiency in their working environment.

Let's celebrate.

Reared – how it is cared for until fully grown.

Processed- food that has been altered in some way during preparation.