



WORD	DEFINITION
<b>EYFS/Reception</b>	
Picture	A painting, drawing or photograph of an object.
Drawing	A sketch, plan or design.
Use	The purpose of the object, what it is used for.
Tools	Hand held objects that help to shape things.
Materials	Equipment needed for the activity.
Idea	A thought.

<b>Year 1</b>	
Plan	A method for making something sometimes drawn or written.
Investigate	To study something in detail.
Design	To prepare the first sketch or plan for work.
Evaluate	To judge the quality of work.
Purpose	The reason something exists.
Ideas	Thoughts.
Product	A thing produced by work.
Paper fastener	An object for joining paper together.

<b>Year 2</b>	
Design Criteria	The rules for evaluating or testing a product.
Function	The purpose for which something exists.
Component	A part.
Template	A pattern or mold to help shape something.
Pattern piece	A template for cutting around to shape fabric.
Finishing	The refining or decoration of a product at the end of its production.
Vehicle	A means of transport.
Stiffen	To make taught and stiff.
Axle	The pin or bar which turns a pair of wheels.
Chassis	The frame for the wheels on machinery or motor vehicles.



**Year 3**

User	A person that uses a product.
Prototype	The first model on which the final product is based.
Annotated sketch	A plan or drawing with notes explanatory notes.
Functional	Having a purpose or function.
Seam	A line formed by sewing together pieces of cloth.
Lever	A stiff bar that turns around one point to move a second object.
Pivot	A pin, point or bar on the end of which something rests and turns.
Series circuit	A path along which an electrical current flows through each part.

**Year 4**

Design brief	A document for a design project.
Innovative	Something new or different.
Appealing	Attracting interest or curiosity.
Input device	A piece of equipment used to provide data and control signals to an information processing system.
Output device	A piece of computer hardware that receives data from a computer and then translates that data into another form to be used.
Mechanism	A group of moving parts performing a function together.
Lever	A stiff bar that pivots at one point to move a second or third part.
Linkage	A system of joins.

**Year 5**

Functionality	The quality of the function of a product.
Research	Investigation of a subject.
Mock-up	A model used for testing a product design.
Seam allowance	The extra space you add around the edge of a pattern piece so that it can be sewn together
Right side (fabric)	The printed or pretty surface of the fabric.
Wrong side (fabric)	The opposite side to the printed or pretty surface of the fabric.
USB cable	A cable used to connect a computer to another device.
Parallel circuit	A circuit where the electrical current branches and can only flow through the branch.



**Year 6**

<b>Year 6</b>	
<b>Design specification</b>	A list of criteria a product needs to address.
<b>Innovation</b>	Something new or different introduced.
<b>Wadding</b>	A fibrous or soft material used for stuffing, padding or packing.
<b>Hem</b>	A fold back and sew down of the edge of cloth.
<b>Pinking shears</b>	Scissors which have notched blades for cutting fabric without fraying the edge.
<b>Toggle switch</b>	Switch which operates by using a manual lever that is pushed up and down to turn the lighting unit on and off.
<b>LDR</b>	Light dependent resistor (LDR) LDRs (light-dependent resistors) are used to detect light levels.
<b>LED</b>	A light-emitting diode (LED) is a semiconductor light source that emits light when current flows through it.