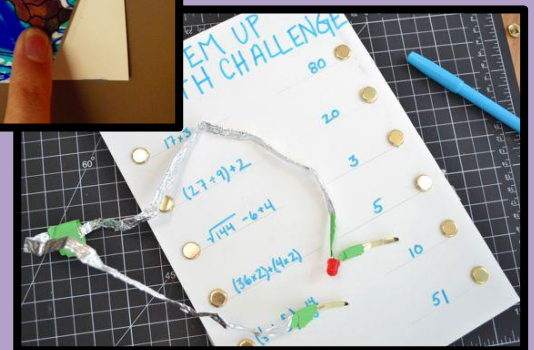
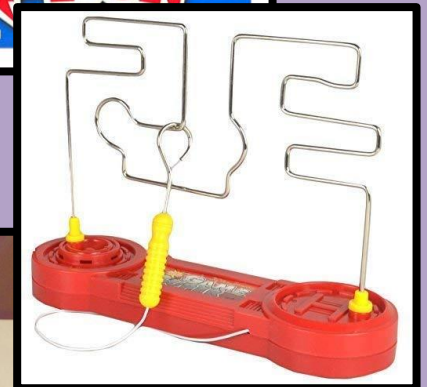
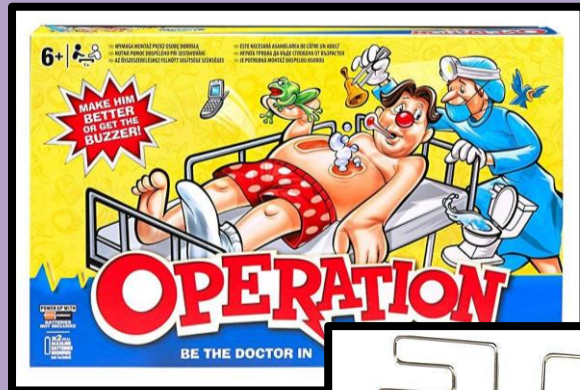


## Key Vocabulary

<b>Fault</b>	A break or other defect in an electric circuit.
<b>Program</b>	A set of instructions.
<b>System</b>	A set of things working together as parts of a mechanism.
<b>Circuit</b>	A complete and closed path which a circulating electric current can flow.
<b>Switch</b>	A device for making and breaking the connection in an electric circuit.
<b>Evaluate</b>	To judge the value or condition of something.
<b>Design</b>	A plan for the construction of an object or a system.
<b>Prototype</b>	A first version of something being developed
<b>Annotated Sketch</b>	A detailed sketch that is labelled with notes and symbols.
<b>User</b>	A person who uses or operates something.
<b>Purpose</b>	The reason for which something is done or created.



## Design and Technology Skills:

- Investigate and evaluate a range of products.
- Generate and clarify ideas through discussion with peers to develop design criteria to create a product fit for purpose and aimed at particular people or groups.
- Use annotated sketches and appropriate information to develop and communicate ideas.
- Order the main stages of making.
- Select and use appropriate tools to measure, mark out, cut, score, shape and combine with some accuracy related to their products.
- Select and use appropriate materials and components according to their functions.
- Test and evaluate their own products against design criteria and the intended user and purpose.
- Evaluate product against design criteria and identify strengths and areas of improvements.