



Design and Technology - Subject Specific Key Concepts

Subject	Concept	Explanation
Design & Technology	<u>Design</u> Taught in every unit	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>Make</u> Taught in every unit	To apply knowledge, skills and understanding, to try and make a product. This could be a first product, or after some evaluating, a final product.
	<u>Evaluate</u> Taught in every unit	To evaluate is the act or the result of evaluating a situation that requires careful consideration to determine the value, nature, character, or quality of something.
	Food/Nutrition	The nourishment or energy that is obtained from food consumed or the process of consuming the proper amount of nourishment and energy. An example of nutrition is the nutrients found in fruits and vegetables. An example of nutrition is eating a healthy diet.
	Mechanisms	A mechanism is a device which changes movement in some way. Mechanisms, including levers, pulleys and gears, allow us to use a smaller force to have a greater effect and change motion.
	Textiles	The word textile commonly means woven or knitted cloth. Lace, felt, and many other kinds of cloth are considered textiles, too. Even nets, rope, and yarn may be called textiles. People use textiles to make clothing, towels, sheets, table linens, carpets, boat sails, flags, and many other things.
	Structures	A structure can be defined as the arrangement of parts. Structures may refer to buildings, machines and other man-made items as well as the structure of say a rock or mineral.
	Electronics	Referring to the branch of technology which sits within the branch of physics in science. Including using circuits and electrical parts. These components control the electricity.