

## Design and Technology: Processes – Year 6

### Previous learning in Year 5:

In Year 5, we learnt how to take part in market research and used our research to inform our decision making when designing innovative products. We included different types of mechanisms such as: cams and pulleys into our creations which were aimed at a target audience. We made sure our products were evaluated so that we could reflect on the decisions we made during the creating process.

<b>What (Key vocabulary)</b>	
invention	A unique or new device, method, or process
inventor	Someone who creates or discovers a new method or device
designer	A person who plans the look or workings of something before it has been made by preparing drawings or plans
develop	To grow or evolve an idea or product so that it changes
generate	To create or produce ideas
model	A 3D representation of an idea on a small scale
refine	To remove unwanted elements and make changes
template	A shaped piece of material used to cut out a pattern
enhance	To improve the quality of a product
function	The purpose of a product
qualities	An attribute or characteristic of an object
distinctive	An object is interesting or appealing because it is different
<b>Who (Significant people)</b>	
Johannes Gutenberg	Created the first printing press and revolutionised the creation of books