

Primary Design Technology Vocabulary List

Adapt	To improve a product by changing its design or how it is made.
Adhesive	A substance used to stick materials together; examples include PVA glue, a glue stick or glue gun.
Annotate	Add brief notes to a design sketch to make things clearer or to give more detail.
Assemble	To fit parts of a product together.
Authentic	A design or a product that has not been copied from elsewhere.
Brainstorm	A way to create and gather lots of ideas together.
Budget	The amount of money to be spent for a certain purpose or on a product.
Client	A person using the services of a designer. The client is the person who is going to buy or use the product.
Cutaway Drawing	A drawing that shows the construction of an object by showing the outer parts 'cut away'.
Decorate	Adding colour, texture and pattern to a surface of a product to improve its appearance.
Design	To have ideas and plans for making useful products.
Designer	A person who creates plans for making useful products.
Design Brief	A design brief describes the product that is to be made.
Design Specification	A design specification describes how a product should be made, how it works or what it should do.
Diagram	A drawing or plan that shows the parts of something or how the parts work together.
Disassemble	To look closely at or to take apart a product to see how it is made or how it works.
Drawing	A picture or design made by using a pencil, pen or computer software.
Equipment	Tools that are needed for a particular purpose or task.
Evaluate	To assess how well a product or service meets the design brief and specification.
Exploded Diagram	A drawing that shows how the parts of a product all fit together.
Flow chart	A way of planning how to carry out a task by drawing a sequence of boxes joined by arrows.
Fold	To bend over a sheet material on itself.
Fridge	A kitchen appliance used to keep food cold.
Function	The purpose of a product – what it does.
Functional	A product that serves its purpose is described as functional.
Glue Gun	A device for applying hot glue to parts to be joined together.
Idea	A thought, picture or image that is formed in your brain.
Innovative	An idea or a product that is new.
Instructions	A set of actions that are performed to perform a task.
Invention	A new product that is useful and functional.
Investigate	To find out by enquiry, research and experiment.
Join	To connect two pieces of materials together, either temporarily or permanently
Label	Simple information that is written on a picture or drawing.

Make	To create or produce something.
Market Research	The process of finding out which products people want.
Marketing	The process of making customers aware of products and services, advertisements play a large part in marketing.
Material	Materials are what things are made of, for example wood, metal, plastic, fabric, food.
Mock-Up	A full-sized model built to display or to test a product.
Model	A small exact copy of a product, often used to help when making the product.
Mood Board	A collection of images around the same idea or theme that designers use to help them develop their designs.
Net	a 2D shape that can be folded to give a 3D form.
Packaging	The wrapping around products that is used to protect the product from damage, to keep the product clean, to extend shelf life, to promote the product and to provide information about the product.
Plan	A drawing that shows how a product is to be built.
Product	A product is something that is made to do a job or fulfil and need.
Prototype	A model of a design that shows how it works, what it looks like and can be tested to see if it works as it should.
Questionnaire	A series of questions designed to find out the views and opinions of those answering the questions.
Recycle	A process that allows used things to be reused.
Research	To study something to find out information about it.
Score	To make an indent in sheet material to help make an accurate fold.
Sketch	A quick design or drawing of an idea for a product.
Technology	Technology is creating a product that humans can use.
Test	To investigate a product or material to find out how it performs in use.
Texture	The feel of food in the mouth e.g. creamy, chewy or the feel of a surface e.g. hairy, bumpy.
Tools	Tools help to make products by cutting, shaping, measuring, joining and mixing materials.
User	People who use products because they meet their needs.

Cooking and Nutrition

Allergy	An unusual sensitivity and reaction to certain foods
Allergen	A food substance that can cause an adverse action when eaten.
Balanced Diet	A diet that provides all the nutrients needed for a healthy life.
Blender	A machine used to prepare liquid foods by chopping and mixing at high speeds.
Bread	A food made by baking a dough of flour.
Canning	A way of storing food to keep it edible for a long period of time.
Carbohydrate	One of the nutrients in food that provides humans with their main source of energy.
Caught	Catching animals for food using nets or traps.
Cereals	Grass such as wheat, rice and barley. The grain from these crops are used for food.
Contamination	Contamination is when something makes food go bad.

Cutting	Using a knife to slice, pierce or open food.
Dairy	Food that is made from milk, such as cream, cheese or yoghurt.
Diet	Food and drink that is eaten or drunk by a human.
Dough	A mixture of flour and liquid that is then baked into bread or cakes.
Edible	Able to be eaten as food.
Fat	A substance found in mainly food from animals.
Flavour	The sensations detected by the tongue which, with smell and texture, give food its taste.
Freezing	To make food very cold to keep it edible for a long period of time.
Fresh	Newly made food or food that is still good to eat or drink.
Fruit	A part of the plant that has seeds and flesh, many fruits can be eaten raw.
Gluten	A substance in cereals which makes dough stretchy before baking.
Grow	To look after plants to keep them strong and healthy.
Harvest	Gathering in food when it has grown and is ready for eating.
Healthy	Keeping well and being free of sickness.
Healthy Diet	Having a balance of different foods that keep you healthy and free of sickness.
Hygiene	The principles of maintaining health through cleanliness when preparing and cooking food.
Hygienic	Working in a clean and healthy way when preparing and cooking food.
Ingredients	Foods that are combined to create a dish.
Knead	To mix by dough by pressing, folding, and pulling.
Menu	A list of foods served at a restaurant.
Nutrients	Nutrients are the substances in food that allow people to live and grow and stay healthy.
Peel	To remove the skin from fruit and vegetables.
Processed Food	Food that has been prepared and changed.
Protein	One of the nutrients in food that helps keep humans grow and keep healthy.
Reared	Keeping and looking after animals for food.
Recipe	A list of ingredients and instructions for making a food dish.
Savoury	Food with a salty or spicy flavour rather than a sweet one.
Seasonal	Food that is harvested during a particular time of the year.
Sieve	To separate smaller pieces of food from larger pieces of food.
Slice	To take a portion of food from a larger portion by cutting.
Smoothie	A thick drink made in a blender by combining a mixture of fruit, ice and a liquid.
Squeezing	To crush fruit, normally to produce the fruit juice.
Staple diet	Food that forms the main part of a person's diet.
Sugar	A sweet food substance.
Taste	The sense that notices flavour in food.

Taste Test	An investigation in which people taste food to evaluate it.
Vegetable	A part of a plant that is used for food.
Vegan	Somebody who does not eat food that comes from animals.
Vegetarian	A person who eats no meat or fish but only vegetables, fruits, nuts, and grains.
Vitamins	Nutrients that are needed for a healthy body.
Yeast	Tiny organisms that are used to make bread.

Sheet Materials & Textiles

Appliqué	To decorate a material by stitching or adding pieces of cut-out materials.
Cloth	A fabric made by weaving.
Cross-stitch	Sewing two stitches to form a cross (X).
Cushion	A pillow or pad that you sit on or lean on for comfort. Some cushions are used for decoration.
Decorate	To make more attractive by adding a pattern or a design.
Dye	A substance used to colour cloth or material.
Embroidery	Using needlework to sew designs on cloth.
Fabric	A thin, flexible sheet material usually made from woven or knitted textiles.
Fastening	A device to temporarily join two pieces of material together, usually a button, hook or zip fastener.
Felt	A textile fabric made by compressing woollen fibres into a single sheet
Flange	A collar joint used to attach a pipe to another part of a structure.
Knot	Tying together and fastening of a material such as rope, string or cotton thread.
Needle	A thin instrument used for sewing cloth or embroidery.
Overstitch	A sewing technique for attaching fabric pieces on top of fabric and to prevent fraying edges.
Pattern	A guide that is used when cutting out and making products from textiles.
Pocket	A small piece of material, open at the top and sewn onto clothing.
Pouch	A sturdy bag or sack made of textile that is used to carry things.
Puppet	A puppet is a figure or a doll that looks like either a person or an animal.
Safety pin	A pin folded back on itself to form a clasp. A safety pin is used to hold two pieces of cloth together.
Seam	A line formed by sewing two pieces of fabric together.
Stencil	A sheet of material out of which letters or a pattern has been cut to allow multiple images to be made.
Stitch	A single loop of thread drawn through cloth or other material.
Stuffing	Material which is used to fill a three-dimensional textile product such as a cushion or stuffed toy.
Tab	A small flap of material that is created that allows it to be attached to another piece of material.
Tacking	Temporary stitches that are used to hold cloth and textiles together.
Template	A template is a guide to help to make a product.

Textile	Any material in the form of a cloth
Thimble	A small cup worn to protect the finger that pushes the needle through cloth when sewing.
Waterproof	A material that does not absorb water.

Electrical Systems

Battery	A device that stores electricity and makes electrical components work.
Bulb	A device made of rounded glass used to create electric light.
Buzzer	An electrical component that makes a buzzing noise when connected to a battery
Circuit	Electrical components joined by wires which work when electricity flows through them.
Circuit symbol	Small pictures that are used to represent different electrical components.
Component	A part of a product that is used in an electrical circuit e.g. a bulb, a motor, a buzzer.
Conductor	A material that allows an electrical current to flow through it.
Crocodile wires	Electrical wires with small clips at each end. They are used to connect components in an electrical circuit.
Insulator	A material that does not allow electrical current to flow through it.
Light emitting diode (LED)	An electrical component that lights up when a current passes through it but, unlike a light bulb, it does not become hot.
Motor	A component that provides rotary movement when connected to a battery.
Switch	A component that controls the flow of electricity by either turning it on or off
System	A group of related parts that work together as a whole to produce an action.
Wire	A thin thread of metal that conducts electricity.

Mechanical Systems

Air resistance	Friction that occurs between the air and an object.
Automaton	Automaton toys are mechanical toys that use hand-powered mechanisms to create movement in a scene of characters.
Axle	The shaft on which wheels are carried on, sometimes the wheels are fixed to the axle.
Belt	A device used to connect two pulleys on different shafts so that as one rotates the other rotates as well.
Cam	A non-circular disc that when rotated causes an up and down or start-stop motion to a connected part.
Chassis	The frame of a vehicle
Follower	A follower is usually a slider or lever that is moved by a cam.
Friction	The resistance of a surface to movement.
Gear	A toothed wheel, usually fixed to a shaft so that it rotates at the same speed as the shaft.
Lever	A bar or rod that moves about a pivot or fulcrum.
Linear Motion	Movement in a straight line.
Mechanical Component	A part of a product that is used in a mechanism e.g. a wheel, gear or pulley.
Mechanism	A set of mechanical components assembled to perform a particular task.

Motion	A continuous action of movement.
Motor	A device that provides rotary movement.
Oscillating	Swinging steadily and repeatedly back and forth.
Pivot	A rod or pin upon which another part rotates, swings, or moves back and forth.
Pneumatic	Movement that is caused by air pressure.
Pulley	A mechanical system that transfers movement from one wheel to another wheel using a belt.
Reciprocating	Moving backwards and forwards or up and down in a straight line.
Rotary	Movement involving revolving around a centre or axis.
Rotation	Moving around an axis.
Slider	A lever that moves horizontally or vertically.
Slot	A long, narrow opening in a material for something to be inserted.
Vehicle	A machine, usually with wheels and an engine that is used for transporting people or goods.
Wheel	A circular disc that rotates normally around an axle.

Structures

Cladding	Applying one material over another to create an external skin.
Frame	A structure assembled from long thin strips of material.
Reinforce	To strengthen or stiffen a product so that it can perform its function better.
Shell Structure	A structure composed of sheet material that encloses a space
Stable	Fixed, firm, or steady in position; not shaky or easily moved.
Structure	A structure is a combination of materials and/or parts that supports a load.
Triangulation	Using struts to provide a structure with strength and stability.

Computer Systems

CAD	Computer Aided Design – Using a computer to help with design ideas such as drawing and 3D modelling.
Computer Coding	Coding tells a computer or a system which actions to perform.
Control	To determine the behaviour of an object or product.
Digital Display	A display that gives the information in the form of characters
Electronic	A name given to small devices and systems that use electricity to work and do things.
Input	A place where electricity or information enters a system.
Monitor	A device for collecting information about the use or condition of something.
Output	A place where electricity or information leaves a system.
Program	A set of instructions that allows a computer to perform a task
Program loop	A continuous computer program that is repeated until a condition happens.

Sensor	A computer component that can detect changes in its surroundings.
Simulator	A machine designed to provide a realistic imitation of a complex system.