

DESIGN AND TECHNOLOGY GLOSSARY OF TERMS

A

Abrasive - a material which can wear others away

Airborne - floating around in the air

Analysis - finding out

Axis - the centre of rotation

B

Bacteria – micro-organisms, some can cause food poisoning

Bond – joining together using glue

Brief – a short statement about what you intend to do

Bubble diagram – a diagram of your ideas

C

Cam – a shaped disc or eccentric wheel

Carbohydrates – sugars and starches

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Compliant materials – textiles, paper

Components – parts of a project

Criteria – requirements which must be met

D

Design processes – stages in putting your thoughts in to a structure

Designer – the person who devises what the product will be like

Designing – thinking of and developing ideas

Dimension – a add measurements to drawings

Disassembly – taking things to pieces

Dovetail – a type of woodworking joint

Durability – The ability of a material to withstand wear, pressure or damage

E

Elevation – a view

Evaluate – to compare with the specification

F

Fabrication – making up something from materials

Fat – found in meat, milk, cheese and butter

Feedback – taking some of the output back to the input

Fibre – contained in food from plants

Fibres – threads from which fabrics are made

Flow diagrams – shows the organisation of projects

G

Garnish – to decorate food using colours, textures etc

Gear ratio – a comparison of the number of teeth on the output and input gears



H

Hardwood – wood from a tree that loses its leaves in winter

Hardness – The ability to withstand abrasive wear and indentation

Hazard – a danger

Hem – used to stop fabric from fraying on cut edges

Hydraulics – using compressed fluid, usually a special oil to move things

I

Ingredients – the individual parts of a recipe of food

Inputs – sensors, ie, switches which produce an electrical output

Irreversible – once something has been done, it cannot be changed

J

Jig – a device to hold odd shaped work

K

Knot – a round dark part of timber, where a branch starts in the tree

L

Laminating – gluing together thin strips of material to make a thicker one

M

Machine – a device which does work using moving and fixed components

Minerals – found in vegetables and fruit, keeps you healthy



Modelling – making small scale replicas or using a computer program to test ideas

Mould – molten metal is poured into this to make a shape

N

Natural – from sources in nature, plants and animals

Nutrient – ingredients which are beneficial to life

O

Opaque – Not able to be seen through

Outcome – the result of a design activity

Outputs – devices which light up, sound or move when a voltage is applied

P

Packaging – the containers in which products are sold

Pictorial drawings – a realistic, rendered drawing of the project

Pneumatics – using compressed air to move things

Presentation drawings – coloured drawings which show the product as if in 3D

Preserve – to keep fruit or vegetables from spoiling

Product - the finished article

Properties – the characteristics of a material or ingredient

Protein – body building material

Prototype – a model to test an idea before production

Q

Quality assurance – making sure products are up to standard



R

Recycling – reusing waste or unwanted materials

Research – finding out information

Resistant materials – wood, metal and plastics

S

Scale – the size of the model compared to the real thing

Seam – used to join fabrics together

Simulate – use the computer to try out something before actually making it

Sketching – drawing freehand

Softwood – wood from a tree which keeps its leaves in winter

Specification – what the product has to do and look like, a list of design requirements

Stability – the resistance to change in a system

Stiffness – the ability to resist bending

Structure – a body which recognises forces without changing shape too much

Sugars – used as sweeteners

Symbols – drawing which represent things

Synthetic – a material that does not come from a natural source

T

Tasting – eating or drinking to find out the texture or taste of food or drink

Template – a pattern, used to draw around

Testing – trying out things

Timber – wood prepared for use in construction

Toughness – the ability to withstand sudden and shock loading without fracture



U

V

Vegan – someone who does not eat any animal products

Vegetarian – someone who does not eat meat

Versatile – capable of being used for or adapted to many different applications

Vitamins – found in vegetables and fruit, keep you healthy

W

Warp – twist or distort

Woven – threads joined together to make fabrics

X

Y

Z

