

Design Technology KS2 Knowledge Organiser - Digital World: Wearable Technology

What I should already know

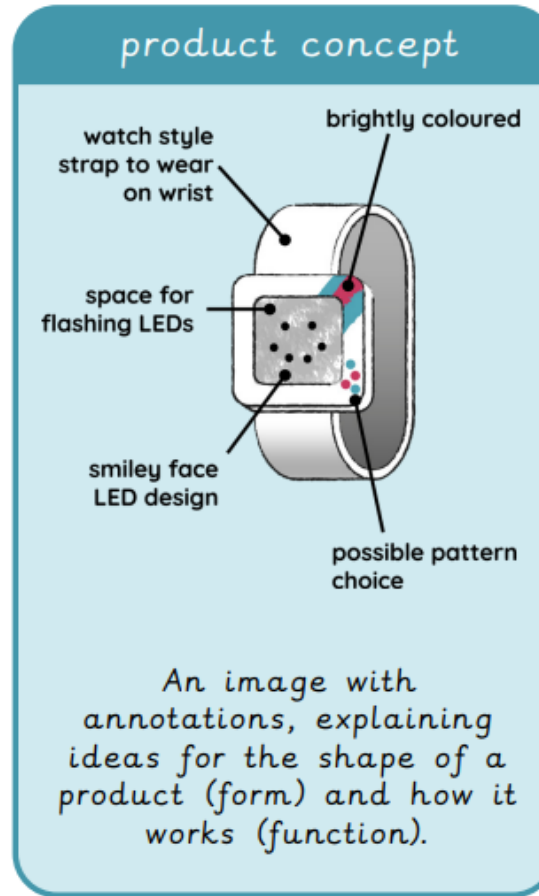
- I know how to plan a design.
- I know how to develop an idea into a final design.
- I know how to make a simple circuit.
- I know how to assemble a final product.

What I will learn (Sticky knowledge)

- I can research and evaluate existing products.
- I can develop design criteria.
- I can use code to program and control a product.
- I can develop and communicate ideas.
- I can develop ideas through computer-aided design.
- I can improve a design based on feedback.

What I will learn next

- I will write a program to monitor the ambient temperature, including an alert.
- I will generate creative and unique Micro:bit case, stand or housing ideas.
- I will learn about and practise 3D CAD skills.

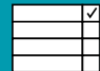


Key Vocabulary

Analyse	Look at something in detail.
Annotate	Labels on a drawing which help to explain it.
Concept	An idea; in this unit, a drawing with labels.
Control	To command something to change, such as lighting up or flashing.
Evaluate	To decide if the design is the best it can be.
Function	What something does.
Initiate	To start a program.
Program	A script of code that instructs a device to do something.
Simulator	A computer-generated imitation of something.
User	A person who uses something.

Tips for a good evaluation

Check your design against the design criteria.



Note down something you have done well.



Get feedback from someone else.



Suggest a change.



Designed for children.



Should light up and flash.



Must be wearable.



Must use computer technology.



Must use CAD to sell the technology.



Use a focus group to evaluate the product.