

## Spelling list: QEGS Design & Technology 1

General word-list for D&T

|               |   |
|---------------|---|
| situation     | In Design and Technology a <b>situation</b> is the design problem.  |
| brief         | A design <b>brief</b> is a clear description of the problem that needs to be solved.  |
| research      | To <b>research</b> is to find out facts about a design brief.   |
| analysis      | <b>Analysis</b> involves the things found out from facts and information gathered.  |
| specification | The <b>specification</b> is what a product has to do, look like and how it should work.   |
| ideas         | <b>Ideas</b> are creative thoughts that will help sort a problem.   |
| evaluation    | <b>Evaluation</b> is a way of judging how successful something is.  |
| developing    | <b>Developing</b> is a more detailed description of how something is to be made, for example, how it will look and work.                    |
| modelling     | <b>Modelling</b> is a small example of how something, showing how it will look and work.  |
| planning      | <b>Planning</b> shows the steps needed to make something, sometimes in the form of a flow chart.  |
| realisation   | <b>Realisation</b> is the making of something.  |
| modifications | <b>Modifications</b> are the changes that are made.   |
| product       | The <b>product</b> is the thing that is made.   |
| materials     | <b>Materials</b> are the items needed to make something.  |
| components    | Anything that forms part of a whole system or thing, for example a buzzer and a light in an electric circuit are called <b>components</b> . |