

In DT, we often use terminology specifically linked to the subject. Please see below for definitions of vocabulary you may hear us or your children use.

Balby
Doncaster



Abrasive	A material which can wear others away
Aesthetics	The artistic, tastefulness and beauty of the product.
Amplifier	A circuit which makes small signals larger
Analysis	. A detailed examination of the elements or structure of an object.
Axis	The centre of rotation
Bacteria	Micro-organisms, some can cause food poisoning .
Balanced diet	A diet giving all or most of the nutrients needed.
Batch production	Making a small number of a product.
Baste	To coat with oil while roasting
Beat	To mix with a fork or whisk
Back stitch	Stitching where each stitch overlaps the previous one.
Blanket Stitch	Hemming stitch, particularly on the edge of blankets.
Bespoke	A product that has been made to order
Bond	To join materials together
Bowing	.. Becoming bent along the length of the piece of wood
Brand	Loyalty Being Loyal to one Brand that makes different products. For example buying groceries from Tescos or buying Samsung phones and other electronic goods.
BSI (British Standards Institute)	British Standards Institute has responsibility of devising standards that particular products must meet, for a variety of reasons. For example toys must be tested to BS EN 71, for safety reasons.
CAD	Computer aided design
CAM	Computer-aided manufacture
Carbohydrates	Sugars and starches. Forcing two materials to
Clamping	Forcing two materials together
Client	A person who the designer is making the product for, and they may be different to the end user or consumer. For example designing clothes for Monsoon, Marks and Spencer's etc. Criteria Requirements which must be met
Cross Stitch	Stitches which form a cross shape.
Design	To create a plan or scheme either from new ideas or by presenting existing materials in a new way.
Design brief	A statement of what needs to be designed and/or made.
Design process	Process of designing from identifying a need, generating a design, planning and making it and evaluating its performance
Design proposal	A possible solution in response to a design brief.
Durability	The ability of a material or product to last a long time. The ability to do its job for a long period.
End User	A person who uses the product for its intended purpose, but may not have bought it.
Equipment	The tools and materials used to carry out a task.
Evaluation	Assessment of how an artefact functions
Final design	Chosen solution from a selection of design ideas.

Function	The intended use of any product.
Graphics	Use of pictures and words to communicate ideas and information.
Hinge	Movable joint. Hacksaw Small saw with removable blade
Hacksaw	Small saw with removable blades for cutting small sections of wood, metal or plastic. Its teeth face forwards so it cuts on the push stroke (safety warning)
Initial Designs	Your first design sketches that show a range of possible ideas. (These are usually accompanied by comments that are you on-going evaluation)
Insulator	A material which does not allow electricity to pass through it, or which slows down heat transfer. Knead To form a dough mixture.
Malleable	Able to be worked into different shapes or bent without cracking
Market research	To find gaps in the current market, used to find out people's needs and tastes, often by questionnaire.
Manufacturer	A person or company that will make the product.(See also One OFF production, Batch Production and Mass Production)
Mass Production	The continuous production on one product: e.g. motor cars, TVs, aluminium cans, plastic vending beakers, etc. The product may be produced around the clock and once it has commenced, the (sometimes automated?) machinery is made maximum use of.