

Max's Design Technology: My Prototype Planner

Learning objective: To understand the purpose of a prototype by planning, sketching, and evaluating a design idea before making the final product.

Max the monkey loves to solve puzzles by building inventions! Use this template to plan your prototype. A prototype is a 'first draft' model that helps you test if your idea works before you use your final materials. Fill in each section carefully to get your invention ready for testing.

Word bank: Prototype · Materials · Function · Test · Improve · Design · Stable · Purpose

1. The Big Idea: What problem are you trying to solve with your invention? Who will use it? (2 marks)

2. Materials List: What items will you use to build your first prototype? Think about what you have available in the classroom. (2 marks)

3. The Design Process: List the steps you will take to build your prototype. What will you do first, second, and third? (3 marks)

4. Testing Plan: How will you check if your prototype works? What question will you ask to see if it is successful? (2 marks)

5. Refining: If your prototype does not work perfectly the first time, what changes might you need to make to improve it? (2 marks)

Extension challenge: Max challenges you: If your prototype cost £5.00 to make, and you wanted to sell it for a profit, would you charge more or less than £5.00? Explain why your chosen price is fair for the customer.