

Max's Prototyping Workshop

Learning objective: To understand that a prototype is a rough model used to test an idea before making the final product.

Max the monkey wants to build a new fruit-picker. He needs to test his ideas first. Look at the steps below. Put them in the correct order by numbering them from 1 to 4. Then, use the word bank to fill in the blanks.

Word bank: prototype · test · idea · improve · model

1. Put these steps in order (1-4):

☐ Max thinks of an idea.

☐ Max builds a simple prototype.

☐ Max checks if the prototype works.

☐ Max makes his final design better. (4 marks)

2. A rough _____ is a first version of a product. (1 mark)

3. We build a _____ to see if our plan works. (1 mark)

4. If the design does not work, we can _____ it. (1 mark)

Draw: Draw a simple prototype of a fruit-picker. You can use shapes like boxes, sticks, or circles to show how it might look.



Extension challenge: Imagine your fruit-picker costs £2 to make. If you sell it for £5, how much profit do you make?