

Max's Prototyping Flashcards

Learning objective: To understand what a prototype is and why we use them in design technology.

Read the front of the card. Try to guess the answer before you look at the back. Max the monkey is here to help you learn about building ideas!

What is a prototype?

A prototype is a first or early version of a product used to test an idea.

Why do we make prototypes?

To see if our design works and to spot any problems before we finish.

What is a quick way to make a prototype?

Using simple materials like paper, card, or tape to show how it looks.

What does 'test' mean in design?

Trying out your prototype to see if it does what you want it to do.

What is the next step after testing a prototype?

You improve your design by fixing the things that did not work.

Can a prototype be small?

Yes, models can be smaller than the real finished product.

Is it okay if a prototype breaks?

Yes, finding out why it breaks helps you learn how to make it stronger.

What is a design?

A plan or drawing that shows how something is going to be made.

Name three materials for a prototype.

Examples include: card, glue, tape, string, or recycled boxes.

What does Max the monkey do when a prototype fails?

He learns from his mistake and tries a new way to solve the puzzle.