

Max's Design Technology Quiz: What is a Prototype?

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

Hello! I am Max the monkey. I love solving puzzles! A prototype is a simple model used to test an idea. Read each question carefully. Use the word bank at the bottom if you need help.

Answer Key: 1. A (Prototype), 2. True, 3. False, 4. B (To test), 5. Design, 6. True, 7. B (Improve), 8. False, 9. Prototype, 10. True

Word bank: Prototype · Model · Test · Improve · Design

1. 1. What do we call a first version of an invention? A) Prototype*, B) Toy, C) Drawing, D) Price. (1 mark)

2. 2. True or False: A prototype helps us see if an idea works. (1 mark)

3. 3. True or False: You should never change your design after making a prototype. (1 mark)

4. 4. Why do we make a prototype? A) To sell it, B) To test it*, C) To hide it, D) To eat it. (1 mark)

5. 5. Before you build, you must first create a _____ on paper. (1 mark)

6. 6. True or False: A prototype can be made from simple items like cardboard or tape. (1 mark)

7. 7. What do you do after testing a prototype? A) Give up, B) Improve it*, C) Throw it away, D) Ignore it. (1 mark)

8. 8. True or False: Prototypes always work perfectly the first time. (1 mark)

9. 9. If you build a small cardboard house to see if your roof fits, this is a _____. (1 mark)

10. 10. True or False: Designers often make many prototypes before the final version. (1 mark)

Draw: Draw a prototype of a new pencil case. Label the parts you used, like 'cardboard' or 'tape'.



Extension challenge: Imagine you have £5 to spend on materials for your prototype. List three things you would buy from a shop to build your model.