

# Max's Masterclass: The Power of Prototyping

Don't just dream it—build it! Follow the steps to turn your big ideas into brilliant realities.

- A prototype is a preliminary model of an idea, used to test if a design actually works as intended.
- The prototyping process is iterative, meaning you build, test, learn, and then improve your design based on what you discovered.
- Feedback from potential users is essential, as it helps you see your product from a new perspective and identify areas for improvement.
- Low-fidelity prototypes are made from cheap, easy-to-use materials like paper, card, or modelling clay to save money.
- Refining your prototype involves making small, careful changes to your design to ensure it meets the original project specifications.

*Did you know? Did you know? Even the most famous inventors in history didn't get it right the first time! Prototyping is like a 'practice run' for your invention. By building a quick, rough model using simple materials like cardboard or tape, you can spot mistakes before you build the final version, saving you time and materials.*

**Key vocabulary:** Prototype · Iterative · Functionality · Feedback · Refine · Specifications