

The Prototype Project: Engineering with Kit the Fox

Learning objective: To understand the iterative design process by justifying the use of low-fidelity prototypes in product development.

Kit the Fox is designing an innovative, eco-friendly school bag. He has created a 'low-fidelity prototype' using cardboard, string, and tape before using expensive materials. Review the stages of Kit's design process below and use your engineering knowledge to complete the analysis.

Word bank: Iterative · Functionality · Ergonomics · Modification · Aesthetics · Feasibility

1. Kit decides to use cardboard instead of high-quality fabric for his first model. Explain why this 'low-fidelity' approach is a more efficient use of resources for a designer. (2 marks)

2. If a user finds the bag strap uncomfortable during testing, which term from the word bank describes the necessary change to the design? Justify your choice. (2 marks)

3. Compare and contrast the importance of 'aesthetics' versus 'functionality' when prototyping a product for the first time. Which should take priority? (3 marks)

4. What might happen if a designer skips the prototyping stage and goes straight to manufacturing using expensive final materials? (2 marks)

5. Kit's prototype costs £2.50 in cardboard and tape. The final bag will cost £25.00 to produce. Calculate the percentage of the budget saved by avoiding one failed final-material prototype. (2 marks)

6. Justify your answer: Is a prototype that fails during testing considered a 'bad' design, or a 'successful' step in the design process? (2 marks)

Draw: Sketch a labelled diagram of an improvement you would make to Kit's cardboard prototype to make it more ergonomic for a Year 5 student carrying heavy textbooks.



Extension challenge: Imagine you are pitching Kit's bag to a group of investors. Write a persuasive paragraph explaining how the 'iterative' nature of your design process ensures the final product will be both durable and high-quality.