

DT

Digital world: Wearable technology

Year 3

What I should already know

- An electrical system is a group of parts that work together to transport electricity around a circuit.
- Common electrical products such as a kettle, toaster and remote control.
- The name and appearance, of a bulb, battery and battery holder.



Vocabulary

Analyse	Look at something in detail.
Annotate	Labels on a drawing which helps to explain it.
Concept	An idea; in this unit, a drawing with labels.
Control	To command something to change, such as lighting up or flashing.
Evaluate	To decide if the design is the best it can be.
Function	What something does.
Initiate	To start a programme.
Program	A script of code that instructs a device to do something.
Simulator	A computer-generated imitation of something.
User	A person who uses something.

Technical skills

- Problem solving by suggesting potential features on a micro:bit and justifying my ideas.
- Drawing and manipulating 2D shapes, using computer-aided design, to produce a point of sale badge.
- Developing design ideas through annotated sketches to create a product concept.
- Developing design criteria to respond to a design brief.
- Following a list of design requirements.
- Writing a program to control (button press) and/or monitor (sense light) that will initiate a flashing LED algorithm.
- Analysing and evaluating an existing product.
- Using feedback from peers to improve a design.

Sticky Knowledge

In programming, a loop is a code that repeats something again and again until stopped.

To know that a micro: bit is a pocket sized, codable computer.

CAD stands for 'Computer- aided design'.

