

Year 3 Knowledge Organiser – Wearable Technology



Wearable Technology:



Technology you can wear to help with day-to-day activities. It has developed over time.



Key vocabulary

Analyse – Look at something in detail.

Annotate – Labels on a drawing which help 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.

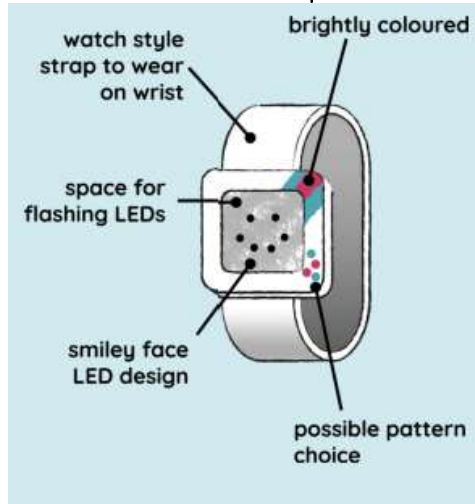
Initiate – To start a program.

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.

Product concept



An image with annotations, explaining ideas for the shape of a product (form) and how it works (function).

Computer-aided design (CAD)



Software that enables the user to create digital images.

Did you know?



Began in the 1980s and is still happening today. Computer-based (digital) technology has become how many products function. Digital products make life easier for us all.

Flashing LEDs

```
on button A pressed
  repeat 10 times
    do
      show leds
      pause (ms) 200
      clear screen
      pause (ms) 200
```

Add a flashing pattern

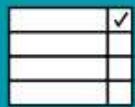
```
on button B pressed
  repeat 10 times
    do
      show icon [LED icon]
      pause (ms) 200
      clear screen
      pause (ms) 200
```

Light sensor

```
forever
  if light level > 100 then
    show leds
  else
    clear screen
```

Tips for a good evaluation:

Check your design against the design criteria.



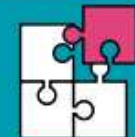
Note down something you have done well.



Get feedback from someone else.



Suggest a change.



Designed for children.



Should light up and flash.



Must be wearable.



Must use computer technology.



Must use CAD to sell the technology.



Use a focus group to evaluate the product.