Year 4 Knowledge Organiser – Mindful Moments Timer

Product Forms

Many products that have similar functions take different forms.

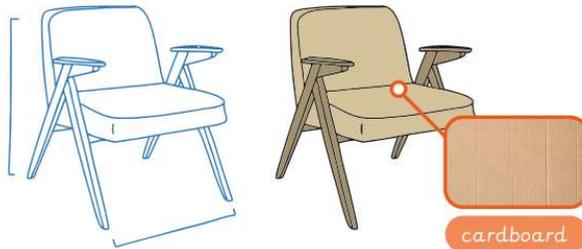on-screen timer | sand timer | egg timer | wind-up timer

#theJSway

Prototypes:

Prototypes are the first examples of a product made with cheap, easy-to-find materials. They let you test the form and function of an idea and help gather feedback about ergonomics and aesthetics.

cardboard

They help you make better decisions about size, shape and materials for the next version or the final design.

cotton
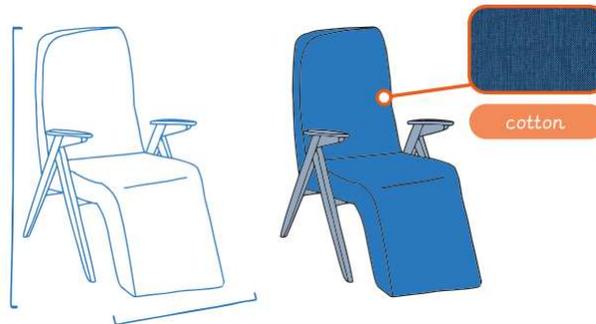
Key vocabulary

Advantage – Something good about a product that helps the user.

Aesthetic – How something looks.

Brand - A particular company's product and logo.

Disadvantage – Something about a product that makes things more difficult.

Ergonomic – How comfortable a product or piece of equipment is to use,

Exhibition – An event where things are shown to the public.

Loop – A series of instructions that is repeated.

Prototype – A first example of something.

Research – A detailed study of something to get more information.

Variable – A word that stands for a set of values or numbers.

Countdown from 30

Adding visual effect and adding reset

Tips For a Good Evaluation:

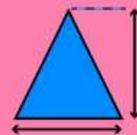|	
Check your design against the design criteria.	Note down something you have done well.
Get feedback from someone else.	Suggest a change.
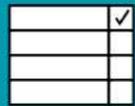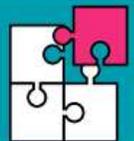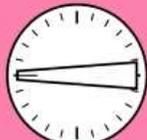
Must be for a teacher.	The timer must last for a specific time.	Must be programmed using code.	Size and shape must be clear.	Must use CAD to create a brand identity.	Must get feedback from the user.