

Design Technology **CONCEPTS**



Concepts are **broad ideas** that are **factual** & used to **define & explain**. They are universal & timeless. **These are the concepts that we teach through our Design Technology Curriculum:**

| Subject | Concept | Explanation |
|--------------------------|----------------------|---|
| Design Technology | Design | A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made. |
| | Nutrition | The nourishment or energy that is obtained from food consumed or the process of consuming the proper amount of nourishment and energy. An example of nutrition is the nutrients found in fruits and vegetables. An example of nutrition is eating a healthy diet. |
| | Technology | Technology is science or knowledge put into practical use to solve problems or invent useful tools. |
| | Data | Data is "known facts". It especially refers to numbers, but can also mean words, sounds, and images too. Originally, data is the plural of the Latin word datum which means "give". |
| | Evaluate | To evaluate is the act or the result of evaluating a situation that requires careful consideration to determine the value, nature, character, or quality of something. |
| | Functionality | The quality or state of being functional. A design that is admired both for its beauty and for its functionality: the set of functions or capabilities associated with something. |
| | Innovation | The process of making (something) new or doing something in a new way. Innovation also has to include the concept of improvement; to innovate is not just to do something differently, but to do or make something better. |