

<b>Aesthetic</b>	How an object or product looks.
<b>CAD</b>	Computer-aided-design. To use the computer to design a product, diagram or drawing.
<b>Caption</b>	A short piece of writing under a picture that describes or explains the picture.
<b>Design</b>	To make, draw or write plans for something.
<b>Design brief</b>	A description of what you are going to design and make and how it will work.
<b>Design criteria</b>	To help designers focus their ideas and test the success of them.
<b>Exploded-diagram</b>	A diagram which shows all of the parts of a product, including the internal and external parts.
<b>Function</b>	How an object or product operates or works.
<b>Input</b>	Input is the motion used to start a mechanism.
<b>Linkage</b>	A set of bars linked together to form a mechanism.
<b>Mechanism</b>	A system of parts working together.
<b>Motion</b>	The movement an object makes when controlled by an input or output (e.g. left, right, up, down).
<b>Output</b>	Output is the motion that happens as a result of starting the input.
<b>Pivots</b>	A shaft or pin on which something turns.
<b>Prototype</b>	A simple model that lets you test out your idea, showing how it will look and work.
<b>Sliders</b>	A part of a mechanism which allows an object to move from side-to-side (e.g. left-to-right).
<b>Structure</b>	Something which stands, usually on its own.
<b>Template</b>	A stencil made of metal, plastic, or paper, used for making many copies of a shape or to help cut material accurately (e.g. biscuit cutter).

## Key fact

**Input** is the motion used to start a mechanism. **Output** is the motion that happens as a result of the input.



Think of a see-saw, when you sit on your side of the see-saw (**input**) your friend goes up on the other side. (**output**)

## Did you know?



Did you know that the first children's pop-up books were invented in the 1700s? That's over 300 years ago! Lothar Meggendorfer was a well-known pop-up author in the 1800s.