

Nuffield Design & Technology Glossary

Important words and their meanings

Name _____

A

abrasive A materials which smooths and removes marks from wood, plastic and metals by scraping and grinding.

ABS (acrylonitrile butadiene styrene) A stiff, strong, tough plastic useful for making frameworks and mechanical parts.

abutment The end supports of a bridge which are embedded in the ground and support the bridge by resisting forces exerted on them by the bridge.

acid Any substance with pH less than 7 and turns litmus red.

actions The activities carried out in a flow chart

adhesives Substance used to stick materials together.

aesthetics The area of design concerned with making products look attractive.

alkali Any substance with a pH greater than 7 and turns litmus blue.

amplifier The name used for any **component** that turns a small **input** into a large **output** e.g. a **transistor** which turns a small input current into a larger output current.

analogue input Signals received by a computer **interface** box from electronic **sensors** that sense constantly changing values such as temperature, light or sound levels. These signals have to be converted into **digital** form in the interface box before they can be processed by the computer.

anneal To heat and then cool metal so that it is easier to shape.

annotate Add brief notes to your design sketches to make things clearer or to give more detail.

anthropometric data Information about people's shapes and sizes.

arrows Used in systems diagrams to show where leaves or enters a sub system

assembly The way the parts of a product are fitted together.

attribute analysis A way of describing a product so that you can develop new designs for that product.

axle The rod on which wheels are carried. The wheels are either able to spin freely on the axle or fixed so that they turn with the axle, in which case the rod is called a **shaft**.

Y

yarn Thread produced by spinning – twisting – natural or **synthetic** fibres. Yarn is combined by weaving or knitting to form fabrics.

Z

