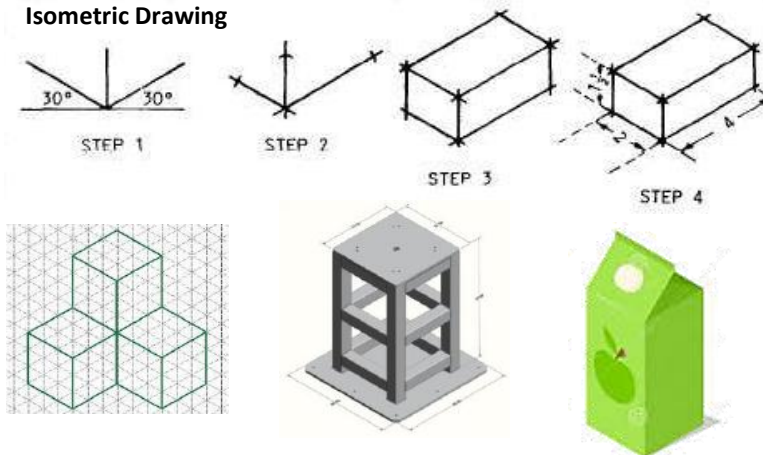


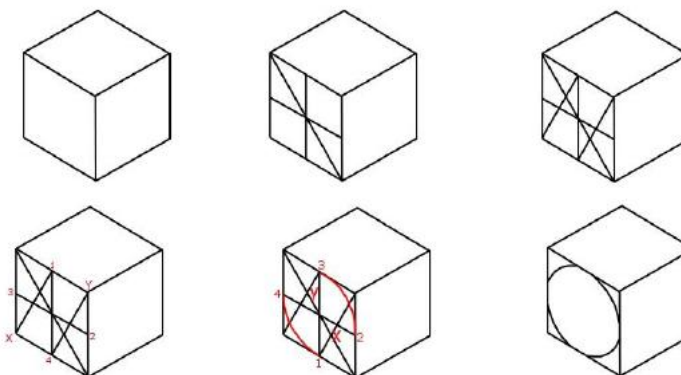
Introduction to Design Technology

Section A: Key vocabulary	
Vocab	Definition
Shading	Gradual shading created by pencil crayon to show dark to light shading.
Isometric	Is a method of graphic representation of 3D objects, used by engineers, technical illustrators, and, occasionally, architects. It works on the basis of a 30 degree angle and parallel lines.
Graphic Design	is where visual concepts, using computer software or by hand, to communicate ideas that inspire, inform, and captivate consumers
Engineering	Engineering is the use of scientific/mathematical principles to design and build machines, structures, and other items, including bridges, tunnels, roads, vehicles, and buildings.
Food Preparation and Nutrition	the subject covers the health benefits of many different foods, the science of food, how best to prepare food and the cooking of food.
Design and Technology	Uses creativity, problem solving, planning, and evaluation skills when working with wood, plastics and metals.
Colour wheel	shows you how colours relate to each other and visually demonstrates the relationship between primary, secondary and tertiary colours.
Tone	In art and design, tone refers to how light or dark something is.
Sustainability	means using natural resources in a way that we could keep going for a long time and this needs to be considered when design and making products.
6R's	Rethink, Refuse, Reduce, Reuse, Recycle, Repair These are all useful terms to explore reducing the impact of technology on people and the environment.

Isometric Drawing



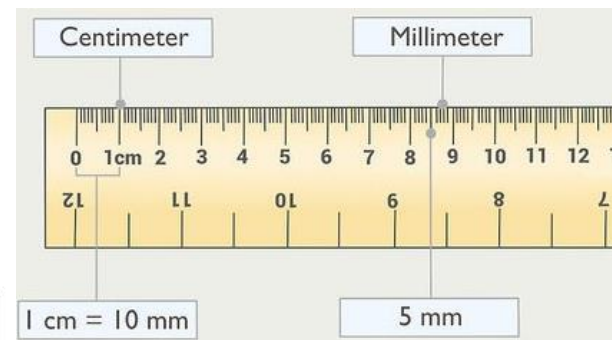
Isometric Drawing of a circle



Colour



Sustainability



Shading

