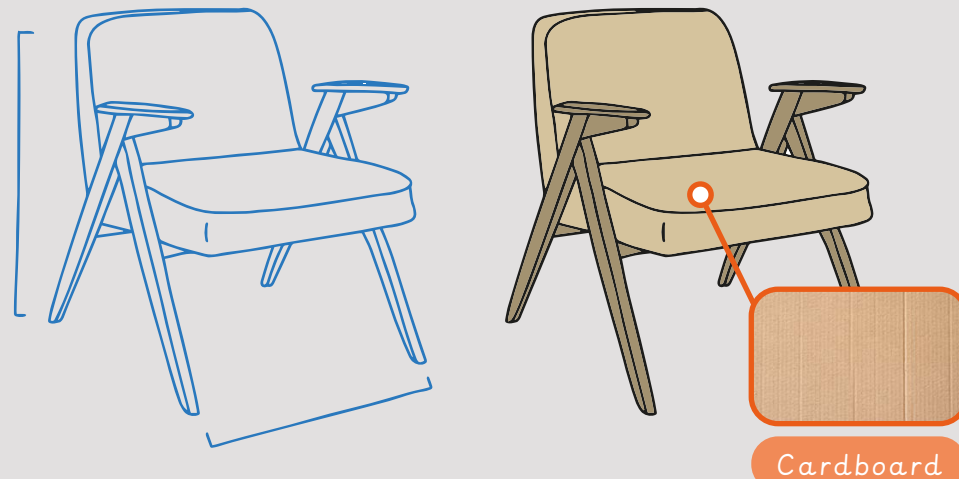


## Year 4 - Digital world: Mindful moments timer

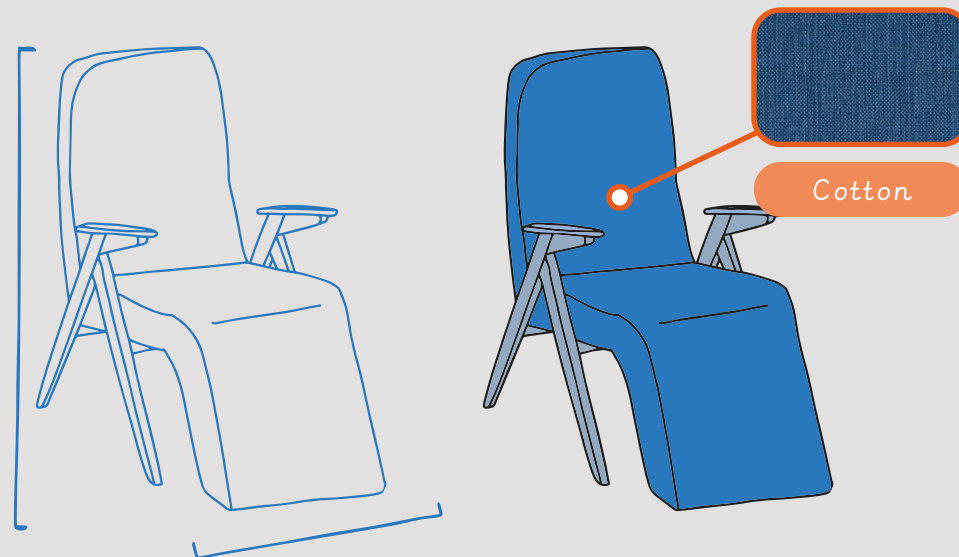
|                  |                                                                                                                                                                           |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Advantage        | A positive gain or benefit.                                                                                                                                               |
| Design process   | The steps taken to develop a new product (design-make-evaluate).                                                                                                          |
| Disadvantage     | A negative circumstance or condition.                                                                                                                                     |
| Ergonomic        | Designed to be comfortable.                                                                                                                                               |
| Program          | A series of code which instructs an electronic device to perform specific tasks.                                                                                          |
| Programming loop | A piece of code that repeats until instructed to stop.                                                                                                                    |
| Prototype        | A simple model that lets you test out your idea - how it will look and work.                                                                                              |
| Variable         | This could be a number or text, that can change each time the program is run. Variables often work in combination with selection to change the end result of the program. |

## Key facts

Creating a prototype is an important part of the design process. Prototypes are cheap models that let us test the form and function of an idea.



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



Many products are made in a variety of forms and some also have digital and analogue versions.

Microwave timer



Sand timer



Egg timer



On-screen timer

