

Design and Technology - Year 7

Built Environment Key Vocabulary

General Design & Architecture
Built Environment – Human-made surroundings that provide the setting for human activity.
Structure – A building or other object constructed from several parts.
Site – The area where a building is located or planned; in this project, a hexagonal shape.
Plan View – A drawing that shows the layout from above (like a map).
Elevation – A drawing that shows what the front, back, or side of a building looks like.
Sustainability
Sustainability – Designing in a way that meets current needs without harming future generations.
Eco-friendly – Not harmful to the environment.
Renewable Energy – Energy from sources that don't run out, like solar or wind.
Solar Panel – A device that captures sunlight and turns it into electricity.
Wind Turbine – A machine that uses wind to produce energy.
Green Roof – A roof covered in plants to improve insulation and absorb rainwater.
Insulation – Material used to keep heat in or out of a building.
Natural Ventilation – Letting fresh air flow through a building without using fans or air conditioning.
Rainwater Harvesting – Collecting and storing rainwater for reuse.
Inclusivity & Accessibility
Inclusive Design – Designing for everyone, regardless of age, ability, or background.
Accessibility – How easy it is for people, including those with disabilities, to use a space.
Ramp – A slope used instead of stairs to help wheelchair users or those with limited mobility.
Handrail – A bar that people hold on to for support.
Tactile Surface – A textured ground surface that helps people with vision impairments.
Materials & Construction
Cardboard – A thick, strong paper used for model building.
Net – A 2D shape that can be folded into a 3D model.
Tab – A small flap used to glue pieces together.
Fold Line – A line along which a material is folded.
Structure Support – Elements like walls or beams that help keep a model upright.
Design & Evaluation Process
Design Brief – A short explanation of the task and what needs to be achieved.
User Needs – What the people using the building will require.
Model Making – Creating a small-scale version of a design.
Prototype – A first version of a product used for testing and feedback.
Evaluation – Judging how successful a design or model is.
Feedback – Comments and suggestions used to improve work.
Iteration – Repeating a process to make improvements.