

MYP technology glossary

Analyse	To identify parts and relationships, and interpret information to reach a conclusion.
Appropriate quality	This is the best product/solution that the student can produce, taking into account the resources available, the skills and techniques he or she has used, his or her educational development, how the product/solution addresses the identified need, and aspects of safety and ergonomics.
Brainstorm	A creative-thinking technique, usually used by groups, to generate as many ideas as possible in response to a question or problem.
Computer-aided design (CAD)	Computer software used in the design process of engineering projects.
Challenge	A description of the task as it is presented to the students. It should describe the problem to be addressed and may refer to key features included in the design specification.
Computer technology	A subject that uses the design cycle to solve problems through the use of computers. MYP computer technology enables students to create computer-generated products/solutions to perform a task or meet a need. This is different from using computers as an approaches to learning (ATL) tool. Examples of computer technology products/solutions can be multimedia packages and programming.
Context	The scenario within which the technology project will take place. This may be real or imaginary but should always be authentic (represent needs and processes experienced in the real world). It will often contain elements to be considered in the design specification, and may reflect a chosen area of interaction.
Describe	To give a detailed account.
Design brief	The student's response to the challenge, showing how he or she intends to solve the problem he or she has been presented with. This will guide his or her investigation as he or she works to develop a more detailed design specification.
Design cycle	The series of stages students use in all MYP technology-related learning. The four stages of the design cycle are: investigate, plan, create and evaluate.
Design folder	A compilation of evidence that accompanies the final product for a unit of work. Students formally organize the results of their investigations, their various designs, plans and evidence for creation, their reflections during the creation stage and their evaluations of the final product/solution.
Design specification	A detailed description of the conditions, requirements and restrictions with which a design must comply. This is a precise and accurate list of facts, such as conditions, dimensions, materials, process and methods, that are important for the designer and for the user. All appropriate solutions will need to comply with the design specification.

Design technology	A subject that uses the design cycle to solve problems through the use of tools and materials. MYP design technology enables students to use a variety of materials in the creation of a product/solution to perform a task or meet a need. Examples of products/solutions include a toy that improves motor skills for children, a system that can recycle aluminium drink cans, and a new or improved food product for specific dietary needs.
Discuss	To give an account including, where possible, a range of arguments for and against the relative importance of various factors and comparisons of alternative hypotheses.
Document	To “document” work is to fully credit all sources of information used through referencing and the bibliography according to one recognized academic convention.
Ergonomics	The study of the interface between humans and their human-made environment.
Evaluate	To assess the implications and limitations; make judgments about the value of ideas, works, solutions or methods in relation to selected criteria.
Explain	To give a clear account including causes and reasons or mechanisms.
MYP technology taught within other subjects of the curriculum	A course where technology is taught not as a discrete subject but within other subjects of the curriculum. This course must use the design cycle to develop technological products/solutions to problems based in a non-technology subject where the aims and objectives of MYP technology are met.
Product testing	A stage in the design process where versions of products (for example, prototypes) are tested against the need, applied to the context and presented to the end-user or target audience.