



Words to Know

- **Create:** To make something.
- **Design thinking process:** The steps makers take to solve problems and create objects. They define the need, brainstorm solutions, design (make a plan), build, test, redesign, and share.
- **Feature:** Any part of an object that is useful, fun, or different from other similar objects.
- **Function:** The purpose or use of an object.
- **Innovate:** To make something better or try something new.
- **Maker:** A person who creates art or designs objects.
- **Marketing:** To promote or sell a product with advertisements and other materials.
- **Need:** Something you must have to survive, such as food and water.
- **Product:** Something made to be sold.
- **Prototype:** A quick way to test an idea or show it to others. It can be a sketch or a model made with everyday materials such as cardboard, paper, string, and rubber bands.
- **Target audience:** People you want to be your users.
- **Technology:** Machines that help us do things. **Digital technology** includes computers, tablets, and smartphones.
- **User:** The person, people, or group that uses an object.
- **User-centered design:** Creating something by focusing on what the user wants, needs, likes, and dislikes.
- **Want:** Something you'd like to have, but can live without, such as candy or a toy.