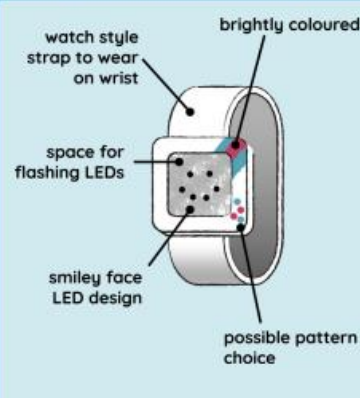


## Knowledge Organiser – Wearable technology

<i>analyse</i>	Look at something in detail.
<i>annotate</i>	Labels on a drawing which help to explain it.
<i>concept</i>	An idea; in this unit, a drawing with labels.
<i>control</i>	To command something to change, such as lighting up or flashing.
<i>evaluate</i>	To decide if the design is the best it can be.
<i>function</i>	What something does.
<i>initiate</i>	To start a program.
<i>program</i>	A script of code that instructs a device to do something.
<i>simulator</i>	A computer-generated imitation of something.
<i>user</i>	A person who uses something.

*product concept*



An image with annotations, explaining ideas for the shape of a product (form) and how it works (function).

*computer-aided design (CAD)*



Software that enables the user to create digital images.

*Digital revolution*



Began in the 1980s and is still happening today. Computer-based (digital) technology has become how many products function. Digital products make life easier for us all.

*wearable technology*



Technology you can wear to help with day-to-day activities. It has developed over time.

## Flashing LEDs

```
on button A pressed
  repeat 10 times
    do
      show leds
      pause (ms) 200
      clear screen
      pause (ms) 200
```

## Add a flashing pattern

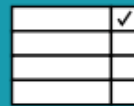
```
on button B pressed
  repeat 10 times
    do
      show icon [LED icon]
      pause (ms) 200
      clear screen
      pause (ms) 200
```

## Light sensor

```
forever
  if light level > 100 then
    show leds
  else
    clear screen
```

## Tips for a good evaluation

Check your design against the design criteria.



Note down something you have done well.



Get feedback from someone else.



Suggest a change.



Designed for children.



Should light up and flash.



Must be wearable.



Must use computer technology.



Must use CAD to sell the technology.



Use a focus group to evaluate the product.