Modelling Matching Game

Achievement Objective	Technological Knowledge – Technological Modelling - Level 3 *Understand that different forms of functional modelling are used to inform decision making in the development of technological possibilities and that prototypes can be used to evaluate the fitness of technological outcomes for further development.*
Learning Intention	I am learning… that different models are used to find out different things

Activity Instructions	1. There are two sets of cards.
	2. Match the type of modelling with the evidence it might provide
	3. Justify your decisions
	4. Consider…
	
	    What is the purpose of that model?
	    What would you need to know to use that model?
	    What are the benefits of that model?
	    What are the limitations of that model?

Teacher Notes	• Students could use cards to help them decide on the technological modelling they will undertake as part of their own technological practice. • Cards could have images of modelling.

Patterns	Taste / sensory testing
Cardboard mock-ups	C.A.D
Talking to someone else	Tests
Trials	Circuit diagrams

(Technological Modelling Matching Cards Game Models Cards)	
Sketches, drawings	Storyboards
3D models	Prototype
Template	Circuit breadboard

Strength	**Aesthetics**
Safety	**Flavour**
Durability	**Size**
Materials needed	**Fitness for Purpose**

Shape	Suitability of materials
Colour	Components needed
Texture	Cost