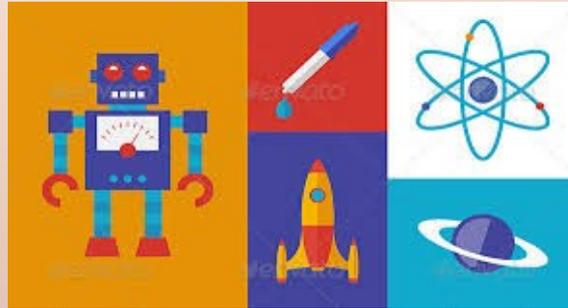
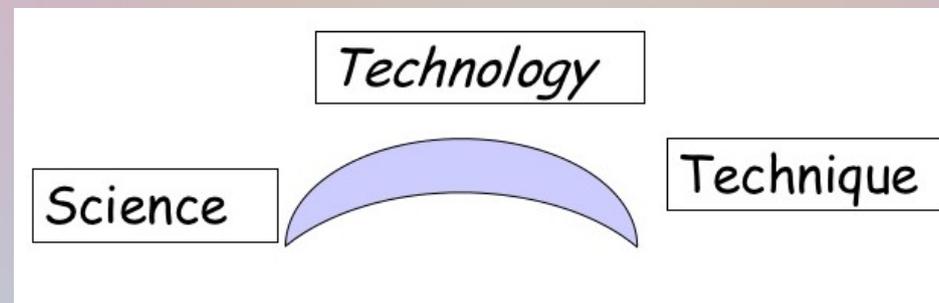


Technological Project



Technology is the practical application of knowledge (science) and skills (techniques) to create solutions -technological objects or systems- which satisfy our needs or solve our problems



What do we expect from you in this unit?

- To follow the Technical project stages
- We expect that you **create the documentation of the project** .
- Don't be lazy or conformist, use a dictionary, search for the appropriate expressions, do your best.
- Avoid, as much as you can, copying ideas or designs. Be creative!

A technological project (or technical project or technological process) is the set of certain processes that we follow to solve a need.

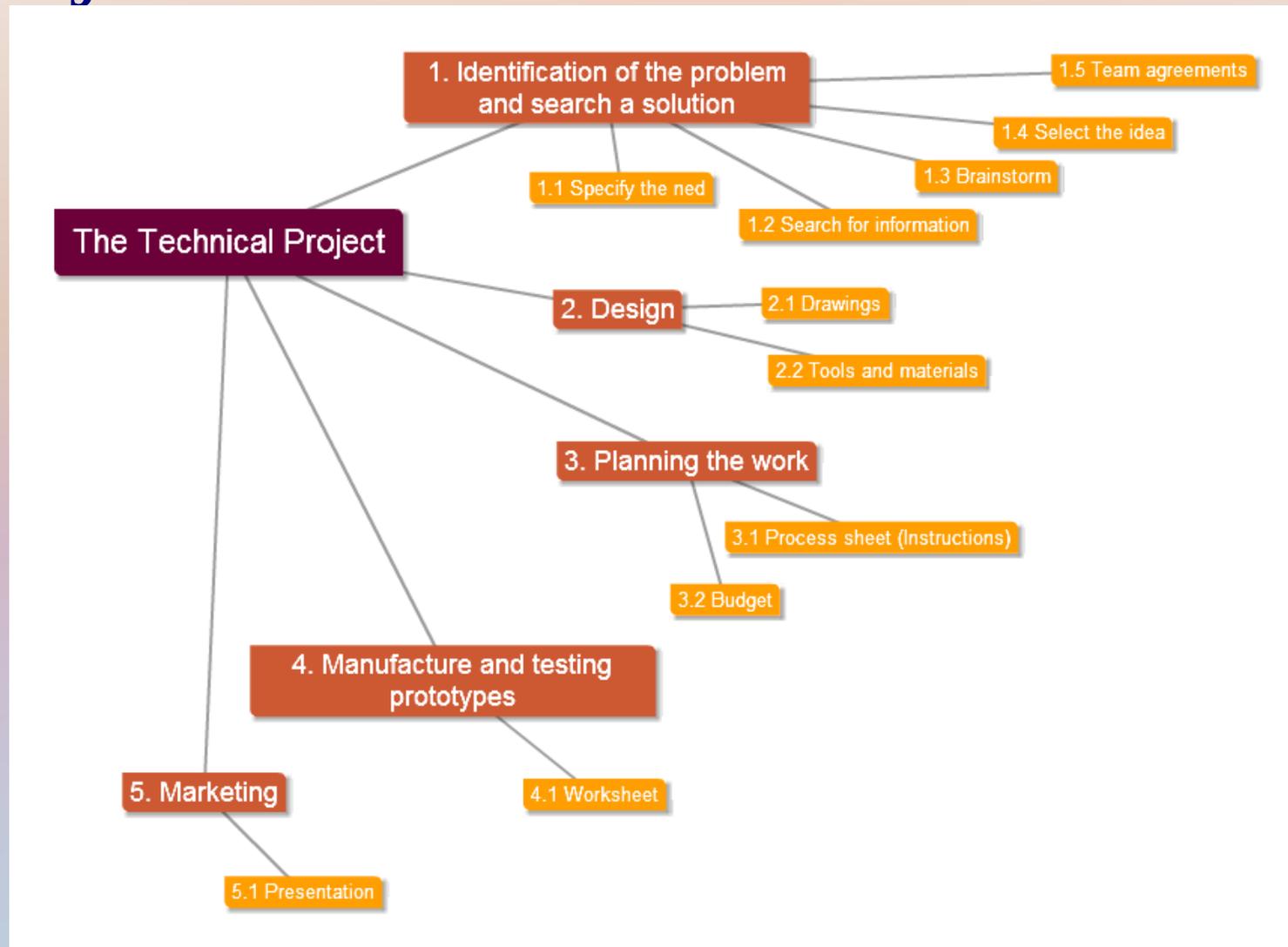
It can range from hanging a coat hanger to constructing a rocket, from building a lamp to developing an astronomical telescope.

But, how do we know if we have followed the technological project solving those problems?

The answer is easy. If we have followed “*the stages of the technical project*”, then we have used the technical project to solve the need.

Which are the stages of the technical project?

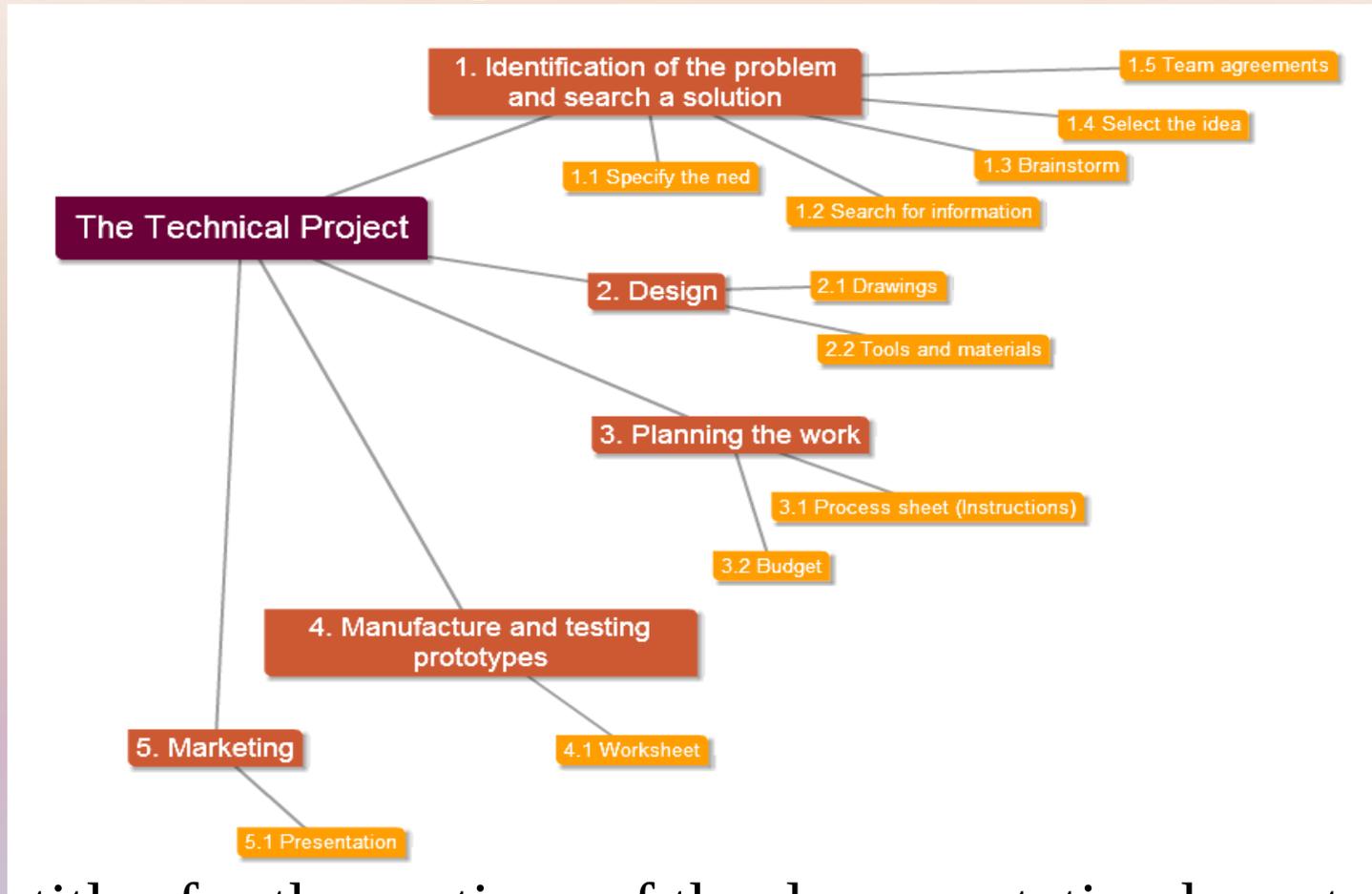
They are the ones labelled with a number below



The documentation

- Deeply related with the technological project we have the **documentation of the technical project** .
- It consists of the same stages than the technical project and works as a guide when we are in the workshop and also as reminder of the decisions that we have made throughout the process.
- The aim of this unit is to fully understand the technical project through the development of the documentation of the project.

How do we organize the documentation?



The titles for the sections of the documentation have to be the same as the names of the stages.

The titles for the subsections are shown with a yellow background in the diagram.

Stage 1. Identification of the problem and finding a solution

1.1 Specify the need.

Here we have to describe the problem, the need to be solved. It's really important to take into account the user's needs.

1.2 Search for information

We can find past solutions for our problem, or even discover new solutions, with the help of the internet, market, books, magazines, friends and professionals.

1.3 Brainstorm

Brainstorming is a technique to generate solutions. In this item you need to describe your ideas, including materials, and draw a draft of three or four ideas.

1.4 Select the idea

Once you have your ideas drawn with a description it is time to choose the best idea. It's important to **justify the election** according to the user's needs, the price, the environmental impact, the recycling aspects or whatever you think is important



1.5 Specify Team agreements (if needed)

If you are going to start working in teams you will have to specify the roles of each member and the team agreements (what will happen if somebody doesn't work or clean?)

Stage 2.Design

During the design step we define, in detail, the chosen idea, focusing on how to manufacture it.

If you need, you can go back to brainstorming and think about the solution again.



2.1 Drawings

Isometric perspective and/or views of the object with dimensions

2.2 Tools and materials

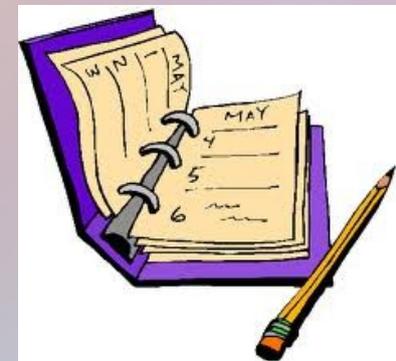
A table with the tools you need and a table with the materials and the amount of each one

Stage 4. Manufacture and Testing

In this stage we will start working on the workshop, where we will follow the workshop rules

4.1 Worksheet

The worksheet is a document where you will fill in what tasks has done each member of the team each day and the time invested.



Stage 5. Marketing

After we have finished making our project we should introduce it to our audience.



5.1 Presentation

Prepare a good presentation about your product, be creative, show images, practice with your partners and take it seriously.

It's necessary to hand in sections 1, 2 and 3 -including all their subsections- and to get the teacher's approval before going to the workshop.