

# DT - Year 4 - App Control - Lifestyle helper toy

## What should I already know?

- Design and Technology is different to art because the things you design are always for someone to use.
- Designers are influenced by products that already exist.
- Designers follow a process (think - make - break - repeat)
- Some electronic devices are controlled by computer coding and apps.

## Example of a lifestyle toy - FitBit



## Key Vocabulary

<b>Device</b>	A thing made to do a particular job.
<b>App-enabled</b>	Operated from a computer or similar device
<b>Respond</b>	To act as a result of something
<b>Product</b>	Something that has been created or made
<b>Purpose</b>	The reason for which something is made
<b>Inspiration</b>	Where you got your ideas from
<b>User</b>	The person for whom the product is designed
<b>Component</b>	A part of a larger whole (for example a part of a machine)
<b>Fluency</b>	If you are fluent in something, you do it effortlessly.
<b>MicroBit</b>	Small computer devices that can be programmed/coded.

## Facts about Apps

- Apps are digital which means they can be used on many different devices.
- Health apps like the Fitbit app help keep count of how many steps you've taken in a day by linking to an app-enabled step counter device.
- Some apps are known as 'lifestyle apps' as they are designed to help make our lives easier.