



Game Rules:

Roll the dice to move around the game board. If you land on a question you must answer it. If you get it right you win a point which will be marked on your game card. If you get it wrong or you don't know it you must pass and player 2 can steal your point.

If you land on a ladder or a snake you must follow what the game board suggests (either moving up or down). The winner is the player who finishes with the most points.

Questions:

- Q1- What is technology Push?
- Q2 – What is market pull?
- Q3 – What is a prototype?
- Q4 – What does ergonomics mean?
- Q5 – What does anthropometrics mean?
- Q6 – What is the manufacturing method of cutting & assembling nets?
- Q7 – Can you name the 6 R's?
- Q8 – What does biodegradable mean?
- Q9 – What does the fairtrade logo stand for?
- Q10 – Can you provide a product example of 'one off production'?
- Q11 – Can you provide a product example of 'batch production'?
- Q12 – Can you provide an advantage of CAD?
- Q13 – What does CNC stand for?
- Q14 – What is the name of the industrial manufacturing method of making plastic bottles?
- Q15 – What does the FSC symbol stand for and mean?
- Q16 – Can you name two manufactured boards?
- Q17- Can you name a softwood?
- Q18 – Can you name a hardwood?
- Q19 – What is a ferrous and non-ferrous metal?
- Q20 – What is a thermosetting plastic and can you name one?
- Q21 – What is a thermoplastic and can you name one?
- Q22 – What is a composite material?
- Q23 – What is a smart material and can you name one?
- Q24 – What is the industrial manufacturing method of printing graphics/colours on packaging?
- Q25 – Can you list three health and safety issues in the work place/school workshop?
- Q26 – what does carbon footprint mean?
- Q27 – What does inclusive design mean?
- Q28 – Can you name all the letters in 'I PICT PD'?



Answers:

- Q1- Advances in technology used to produce new products.
- Q2 – How consumer demand leads to product development.
- Q3 – A development model produced prior to manufacture.
- Q4 – Ergonomics is the study of size, comfort & safety to human & product.
- Q5 – Anthropometrics is the data measurement/collection of the human body.
- Q6 – Die Cutting
- Q7 – Recycle, Re-use, Reduce, Re-think, Repair & Reduce.
- Q8 – A material to break down naturally with the aid of rain or sunlight (the elements).
- Q9 – Ensure a fair price, improved conditions and a partnership between traders and producers.
- Q10 – Wedding cake, customised product (various).
- Q11 – Baked goods, small business products.
- Q12 – Accuracy, Repetition, Quick amendments, more professional & speedier manufacture.
- Q13 – Computer numeric control.
- Q14 – Blow Moulding.
- Q15 – Forest stewardship trust, a sustainable forest where three trees are replanted after one is cut down.
- Q16 – MDF, Plywood, Chipboard, block board and hardwood.
- Q17 – Scots pine, Spruce, Douglas fir.
- Q18 – Oak, Ash, Walnut, Yew,
- Q19- Ferrous contains iron and non-ferrous doesn't.
- Q20 – A thermosetting plastic can be heated & shaped but only one. (Epoxy resin, Polyester, Urea Formaldehyde)
- Q21- A thermoplastic is a plastic which can be shaped when heated and then reshaped. (Acrylic, HDPE, LDPE, HIPS, PVC)
- Q22 – A composite material is one which is made up of two or more different materials.
- Q23 – A smart material is
- Q24 – Lithography
- Q25 – Eye goggles (eye protection), loose clothing (apron), hearing (ear defenders), feet (steel toe capped boots)
- Q26 – The amount of carbon dioxide or other greenhouse gases omitted into the atmosphere through a products life time.
- Q27 – Producing a product/idea which meets everyone's needs and doesn't offend.
- Q28 – Protect, inform, contain, transport, preserve and display.