

assemble	To fix all parts together.
design	To make, draw or write plans for something.
design criteria	A set of instructions for the project.
evaluation	Looking at what is good and bad about something and thinking about how to make it better.
mechanism	A set of parts of a machine that work together.
model	A copy of a real object to show how it works or what it looks like.
sliders	Something that can move from side to side or up and down.
target audience	A person or particular group of people at whom a product is aimed.
test	To find out whether something works as it should.

