

## A. Engineering

Definition: The use of science, mathematics, and technology to solve problems to make our lives better.

## B. Mathematics

Definition: The study of the measurement, relationships, and properties of numbers and symbols.

## C. Brainstorming

Definition: A group discussion to produce ideas and come up with ways of solving problems.

## D. Science

Definition: The study of the naturally occurring world.

## E. Criteria

Definition: A standard or rule that a design must follow.

## F. Want

Definition: Something that is desired or that you wish to do, but is not necessary for survival.

## G. Need

Definition: Something that we as humans find essential or very important to survive.

## H. Model

Definition: A three-dimensional representation of a person, thing or structure (typically on a smaller scale than the original).

## I. Invention

Definition: The creation of a product, process, or service for the first time.

## J. Prototype

Definition: The first full-scale and functional model of a new product or design.

## K. Innovation

Definition: An improvement to an existing product, process, or service.

## L. Efficiency

Definition: Producing the desired result with the minimum amount of waste (time, money, energy, materials, etc).

## M. Constraint

Definition: A limitation or restriction on a design.

## N. Technology

Definition: The process by which humans modify nature to meet their needs and wants.

## O. Design Process

Definition: A series of steps that engineering teams use to guide them as they solve problems.