ENGLAND GCSE DESIGN AND TECHNOLOGY AQA · UNIT 4 · 10 QUESTIONS

Designing and Making Principles — Practice Test

This practice test was made by AI and there may be mistakes. If a question or answer looks wrong, use the Flag a mistake button so it can be fixed.

1

A cordless drill is used to make a prototype. Why test a prototype before batch making?

- A To make the batch take longer to finish, in some situations
- B To find faults before many products are made
- C To make the product cost more to make
- D To avoid testing the final product

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2 **A model bridge is built to test a design. What is a prototype?**

- **A** A drawing made by freehand sketching
- **B** A flat model used to test shape and size, which can happen in some cases
- **C** A list of what a product must do
- **D** A working model made to test before the final product is made

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3 **A part is 80 mm +/- 1 mm. What is the largest size it may be?**

- **A** 79 mm
- **B** 80 mm
- **C** 81 mm
- **D** 810 mm

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4 **Who is the target user of a product?**

A The person the product is designed for

B The person who designs the product, in some situations

C The person who makes the product

D The person who sells the product

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5 **Why write a specification before designing?**

A It stops the designer from having ideas, in some situations

B It makes the product cost more to make

C It gives targets to design and test against

D It means the product needs no testing

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6 **How does a Dyson bagless vacuum cleaner work?**

- A A bag traps dust and is thrown away
- B A fan blows dust out of the room
- C A filter washes dust away with water
- D A cyclone spins dust out of the air

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7 **Why give a tolerance on a drawing?**

- A Every part can then be made to any size
- B The drawing can then be read more quickly, in some situations
- C Parts can then be made without measuring
- D No making process is exact, and parts must still fit

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8

Why compare the final product with the first ideas?

A To hide the changes made along the way

B To make the product cost more to make

C To see how the design improved and what was learned

D To prove the first idea was the best one, in some situations

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9

Why involve users early in a design?

A To make the product cost more to make

B To stop the designer from having ideas, in some situations

C To copy an existing product exactly

D To avoid making a product nobody wants or can use

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10 **What is annotation on a drawing?**

A A working model of the product

B A list of what the product must do, in some situations

C A test carried out on the product

D Notes that explain ideas and materials

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ANSWER KEY

1. B
2. D
3. C
4. A
5. C
6. D
7. D
8. C
9. D
10. D

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