

## YEAR 9 RESISTANT MATERIALS KEYWORDS

Resistant Materials refer to a **group of materials that are grouped together because they show certain common characteristics**. These characteristics include: tensile strength. compressive resistance. hardness.

### General Keywords:

**Accuracy:** Being exact or correct, associated with measuring.

**Assemble:** To put together a series of pieces to complete an object.

**Design:** a visual look or a shape given to a certain object, in order to make it more attractive, make it more comfortable or to improve another characteristic.

**Develop:** Improving and changing an idea to make it more attractive or solve a design problem.

**Evaluation:**  
the process of judging or calculating the quality, importance, amount, or value of something.

**Isometric:** A method of graphic representation of three-dimensional objects using certain angles.

**Research:** Learning more about a topic by studying areas around it.

**Specification:** A detailed list of qualities a product must be, do or have.

**Stability:** a situation in which something is not likely to move or change

**Sustainable:** To be able to continue over a long period of time.

### Project Specific Keywords:

**Competition:** the activity or condition of striving to gain or win something by defeating or establishing superiority over others.

**Durable:** How well and long a material lasts.

**Evergreen:** A tree that keeps its leaves all year round.

**Grain:** Fibres run the length of a tree trunk, which gives its strength and pattern.

**Hard:** How well a material stops deformation, indentation and penetration.

**Hardwood:** Comes from a tree with broad leaves.

**Health and Safety:** regulations and procedures intended to prevent accident or injury in workplaces or public environments.

**Quality Control:** a procedure or set of procedures intended to ensure that a manufactured product is made to the best possible standard. This could be based upon accuracy, safety or a number of other factors.

**Render:** To use colour and shade to make a drawn object look more realistic.

**Softwood:** Comes from a tree with needle-like trees and seeds in a cone.

**Tough:** How well a material can handle being hit.