

Design technology: iterative design challenge

Iterative design is the process of creating something, testing it and then re-modelling. You would do this continuously until you arrived at the optimum solution. In truth, most products never reach this phase. James Dyson's vacuum cleaner had over 2000 prototypes made before the first product was commissioned and even after this, several thousand more have been trialled; and continue to be trialled.

We would like to see if you can iterate.

Your design brief is **to construct a paper aeroplane that can travel the furthest distance and stay in the air the longest.** These are two different variables. Some paper planes can float for a long time but not go very far whilst others go a long way quickly. You will have to iterate your creation to try and get the best of both challenges.

The rules are as follows (we call this a rubric):

- Stay in the air
- Travel a long distance
- All versions need to be captured
- Any observations and evaluations should be captured
- Aesthetics (the way the plane looks) is irrelevant although you might want to present your final plane with some cool graphics!

How can you record this?

- Photos of the testing (you could measure the distance or time, or simply go off the visual)
- Photos of the models at each stage of your iterative cycle
- Written comments and evaluations
- Videos of the testing (again you could record the distance or time)
- The physical model/s themselves

