Circular economy	A circular economy is an alternative to a traditional linear economy (make, use, dispose) in which we keep resources in use for as long as possible, extract the maximum value from them whilst in use, then recover and regenerate products and materials at the end of each service life. It aims to keep products, components and materials at their highest utility and value at all times.
Context	
Creativity	
Critique	
Design optimisation	
Design solution	
Digital design	
Disruptive technology	
Disassembly	
Enterprise	
Fixation	
Global sustainable development	

Mr Symeou

Name: \_\_\_\_\_ A Level - Key words in Product Design

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Incremental	
Innovation	
Innovation	
Iterative design	Iterative design is a design methodology based on a cyclic process of prototyping, testing,
	analysing and refining a product or process. Within the context of this specification we
	refine these processes to explore/create/evaluate. In iterative design, interaction with
	the product or system is used as a form of investigation for informing and evolving a
	project. Based on the results of testing the most recent iteration of a design, changes and
	refinements are made.
Just-in-time (JIT)	
Lean manufacturing	
Lifecycle	
assessment (LCA)	
Need	
Ongoing dialogue	
Ongoing dialogue	
Practical activities	
Primary user	
. minury user	
Prototype	

Real-time evidence	
Requirement	
Sketch modelling	
Social footprint	
Solution	
Stakeholder	
Systems thinking	
Technical textiles	Technical textiles are materials meeting high technical and quality requirements, e.g. mechanical, thermal, electrical, durability etc., this gives them the ability to offer technical functions.
Upcycling	
User-centred design	