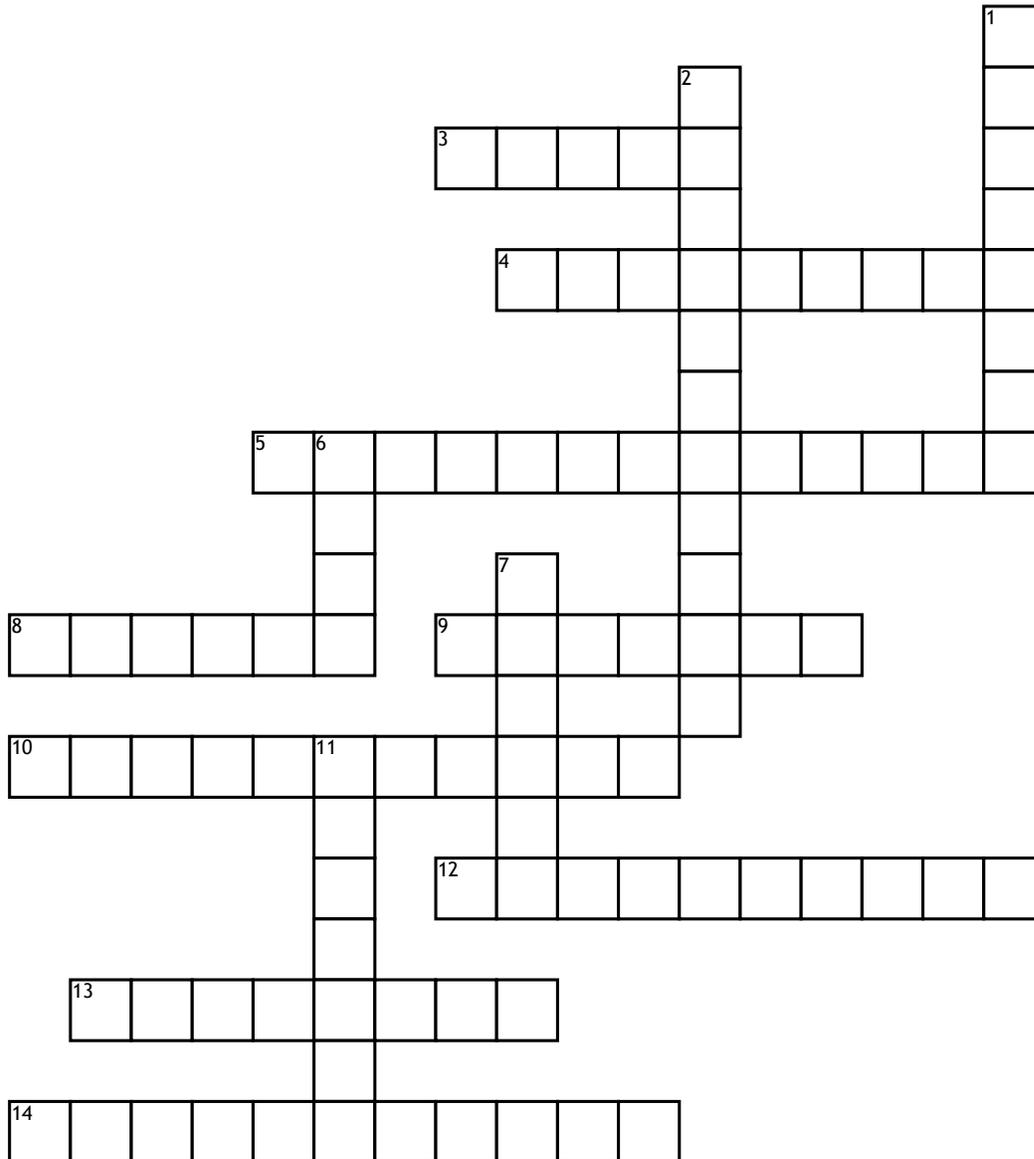


Design Cycle



Across

3. A series of events that happens again and again.
 4. The necessary items for a particular task.
 5. A detailed description of the design and materials used to make something.
 8. Produce a plan, simulation or model.
 9. The issue we are trying to solve by creating the product.

10. Acceptable or correct for the circumstance.

12. Special ways of doing something to achieve a desired result.

13. To examine and judge carefully, looking for possible improvements.

14. To look into closely, to study in great detail.

Down

1. The potential answer to the problem.

2. The sequence of phases through which a design evolves.

6. To think through and determine procedures.

7. To make something new, to invent or build something.

11. The creation meant to solve the problem.