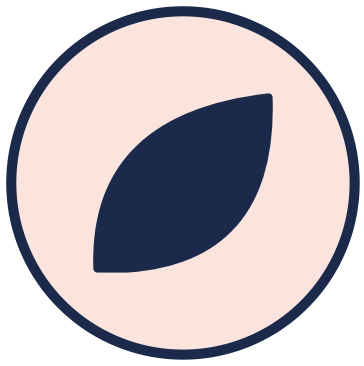
DESIGN AND TECHNOLOGY

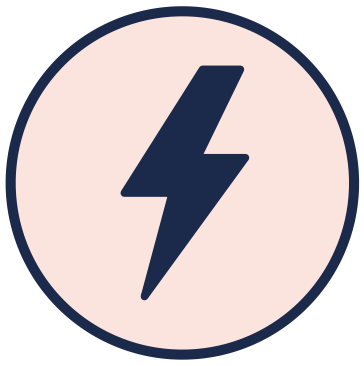
Choosing materials

Designers pick a material because of its properties, such as how strong, flexible or waterproof it is.



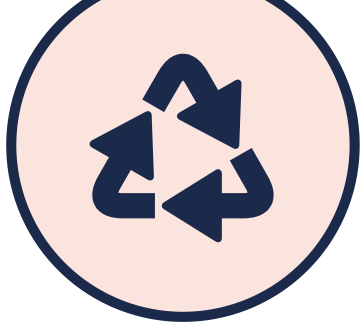
Wood

Strong and easy to cut and shape. It comes from trees.



Metal

Hard and strong. Many metals carry heat and electricity.



Plastic

Light and waterproof. It can be moulded into shapes.



Textiles

Fabrics made from fibres. They are flexible and can be sewn.

Right material, right job.

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