



Why Testing Your Design With Other People Matters

KS2 DESIGN & TECHNOLOGY

Ages 9-12 ⌚ 3 min read

Why Other People's Opinions Matter

When you design something—like a toy, a game, a chair, or a website—you think you've made it perfect. But here's the thing: **you've been staring at your design for so long that you can't see the problems anymore.** Your brain fills in the gaps and assumes things work. Other people coming fresh to your design will spot things you completely missed.

Testing is like getting a second pair of eyes. It's the only way to know if your design actually works in the real world, not just in your head.

Think of it like writing a story for school. You read your own story so many times that you don't notice the spelling mistakes or confusing bits. But when your friend reads it, they spot all sorts of things you missed!

Finding Problems Early Saves Time and Money

Imagine you've spent **months building a robot toy.** You test it with your friends, and they all say the buttons are too small to press. Now you have to rebuild the whole thing! If you'd tested it earlier with other people, you could have fixed the buttons before wasting all that time and money.

Catching problems early means you can fix them when it's still easy and cheap. Testing later—after you've made hundreds of copies—is expensive and frustrating.

Think of it like building a house. If you test the door before building the whole wall, you can change it easily. If you wait until the house is finished, you have to knock down the wall to fix it!

Different People Use Things Differently

You might design something that works great for you because you already know how to use it. But **different people think differently.** Some might be younger or older

than you. Some might have different abilities. Some might come from different cultures.

When you test with lots of different people, you discover all the different ways people will actually use your design. A **seven-year-old might use your toy completely differently than a twelve-year-old**. Someone with weak hands might struggle with your controller. Testing with variety helps you make something that works for **everyone**.

Think of it like cooking a meal. You might love spicy food, but if you only make spicy meals, your guests who prefer mild food won't enjoy it. Testing your food with different people helps you make something everyone likes.

You Learn What Really Matters

When people test your design, they might say things you didn't expect. Maybe they love a feature you thought was boring. Maybe they ignore something you spent ages perfecting. **This feedback is gold**—it tells you what actually matters to real people, not what you thought would matter.

Professional designers do this all the time. Video game companies test games with thousands of players before release. Phone companies test their designs with different users. They all know that testing with real people is absolutely essential to making something great.