

<b>What we already know</b> <ul style="list-style-type: none"> <li>● Use scissors to cut out.</li> <li>● Know how to use glue to stick.</li> <li>● Know how to use tape to stick.</li> <li>● Know how to use both scissors and glue safely.</li> </ul>	<b>Design and Technology</b>  <b>Mechanisms - Making a moving story book.</b>  <b>Year 1 and 2</b>	<b>What will we know by the end of this unit?</b> <ul style="list-style-type: none"> <li>● Identify whether a mechanism is a side-to-side slider or an up-and-down slider and determine what movement the mechanism will make.</li> <li>● Clearly label drawings to show which parts of their design will move and in which direction.</li> <li>● Make a picture, which meets the design criteria, with parts that move purposefully as planned.</li> <li>● Evaluate the main strengths and weaknesses of their design and suggest alterations.</li> </ul>
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**Key skills**

- Explaining how to adapt mechanisms, using bridges or guides to control the movement.
- Designing a moving story book for a given audience.
- Following a design to create moving models that use levers and sliders.
- Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed.
- Reviewing the success of a product by testing it with its intended audience.

Skills			Knowledge		Vocab	
Design	Make	Evaluate	Technical	Additional		
<p>Explaining how to adapt mechanisms, using bridges or guides to control the movement.</p> <p>Designing a moving story book for a given audience.</p>	<p>Following a design to create moving models that use levers and sliders.</p>	<p>Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed.</p> <p>Reviewing the success of a product by testing it with its intended audience.</p>	<p>To know that a mechanism is the parts of an object that move together.</p> <p>To know that a slider mechanism moves an object from side to side.</p> <p>To know that a slider mechanism has a slider, slots, guides and an object.</p> <p>To know that bridges and guides are bits of card that purposefully restrict the movement of the slider</p>	<p>To know that in Design and technology we call a plan a 'design'.</p>	<p>sliders</p> <p>mechanism</p> <p>adapt</p> <p>design criteria</p> <p>design</p> <p>input</p> <p>model</p> <p>template</p> <p>assemble</p> <p>test</p>	<p>Something that can move from side to side or up and down.</p> <p>A system of parts working together.</p> <p>To change something to suit different uses</p> <p>A set of rules to help you with your ideas and test the success of them.</p> <p>To make, draw or write plans for something.</p> <p>The energy that is used to start something working.</p> <p>A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.</p> <p>A stencil which you use to help you draw a shape more easily on to different materials.</p> <p>To fix all parts together.</p> <p>To find out whether something works as it should.</p>