

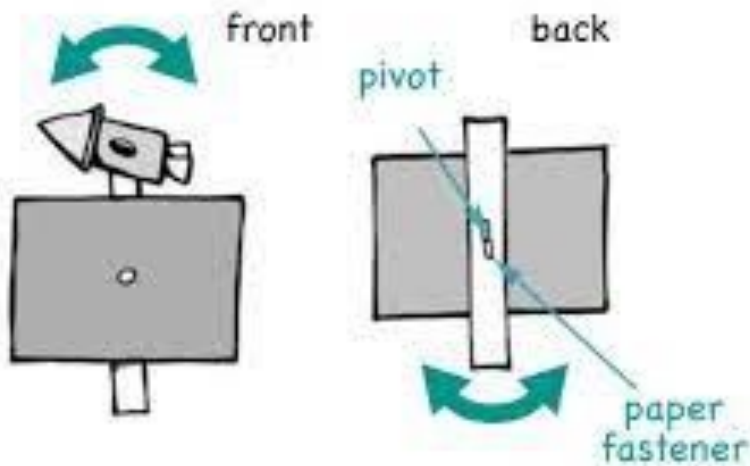


Y1 Moving mechanisms

DT KNOWLEDGE ORGANISER

ESSENTIAL VOCABULARY	
Sliding mechanism	Allows a picture to move in a straight line across the page
Levers and pivot mechanism	Allows a picture to move in an arc across the page
Wheel mechanism	Allows a picture to move in a circle on the page

Simple lever mechanisms

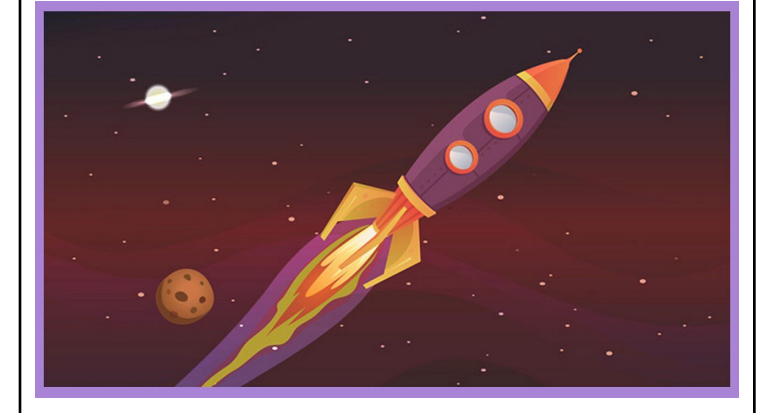


Design development

- Sliding mechanism
Draw a mini beast and a background. Select where to make a slot in the page. Use a strip of card to move the mini best from one place to another.
- Lever and pivot mechanism
On a strip of card make a mini beast and attach to the top. Make a hole in the card. Design a background. Make a hole in it. Line up the holes. Push a paper fastener through and attach. Move the lever from side to side.
- Wheel mechanism
Make a large and a small circle. Put a hole in each. Put a paper fastener through. Decide on the design. Cut an arch shape on the background design. Attach.
- Design a picture for an author with a moving mechanism.
Decide on the background.
Decide what object you want to move.
Decide on the best mechanism of the 3 to move your object.
Decide on the equipment needed.
- Make your design.
Test and evaluate the design
 - Does it move? Do the moving parts move smoothly?
 - Could it be neater?
 - Are the pictures clear?
 - What do we think of our finished page?
 - How could it be even better?

Key Skills (skills to practise and perform)

- Cut cardboard to make the levers and different shapes
- Draw a design using neat colouring for the design and the background
- Make a hole using blue tac and a pencil to poke through to make the hole safely
- Use a paper fastener to attach two pieces of card
- Line up the hole in the design with the hole in the background picture



Outcomes

A page for a book which features a working moving mechanism.