



In this unit, we will design, make and evaluate a moving storybook for children. We will investigate and evaluate a range of books and everyday products with levers and slider mechanisms, engage in focused practical tasks which will inform our designing and making. We will test and evaluate our books, thinking about how our product could be improved.

Mechanisms Knowledge:

I will:

- Explore and use sliders and levers.
- Understand that different mechanisms produce different types of movement
- Know and use technical vocabulary relevant to the project

Skills

I will be able to:

Design:

- 1.1 Use pictures and words to convey what I want to design/make.
- 1.4 Describe my models and drawings of ideas
- 1.5 Talk about how I will make my product

Make:

- 1.6 Select materials from a limited range that will meet the design criteria.
- 1.8 Select and name the tools needed for making.
- 1.9 Use suitable finishing techniques

Evaluate:

- 1.11 Explore existing products and investigate how they have been made.
- 1.13 Talk about my design and what I am making
- 1.15 Suggest how my finished product could be improved.

Vocabulary

Technical vocabulary

slider, lever, pivot, slot, bridge/guide, pull, push, up, down, straight, curve, forwards, backwards

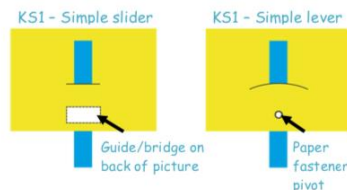
Process vocabulary

Design, make, evaluate, user, purpose, ideas, design criteria, product, function

Names of tools, equipment and materials used

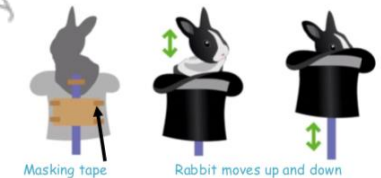
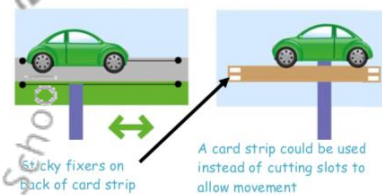
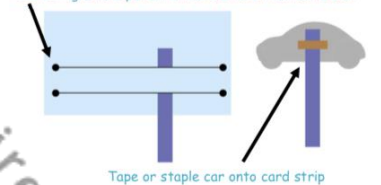
Techniques:

Teaching aids to demonstrate sliders and levers

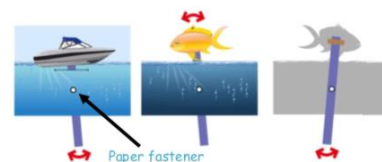


Sliders move from side to side and up and down

Use a single hole punch to make a hole then cut a slot



Levers can be used with or without a slot



A card strip is used as a lever. The fish and boat are glued to the lever which is used as a handle.

Inspiring Individuals



Thierry Bedouet