



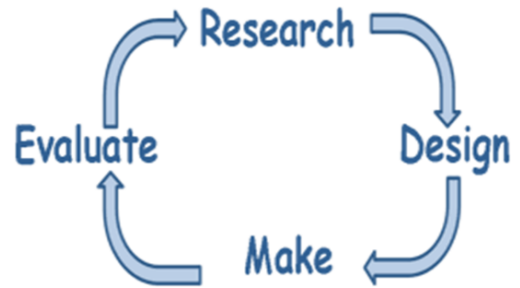
Design Technology



Year 2 – Spring 1 – Mechanisms

You will learn...

- To **research** how different mechanisms (levers, sliders and linkages) make things move, and explore moving toys and monsters.
- To **design** a moving monster by drawing a simple plan and choosing materials and mechanisms that will create movement.
- To **make** a moving monster using tools and materials safely to assemble and join parts so they move as intended.
- To **evaluate** the finished monster by testing how well it moves and saying what worked well and what could be improved.



Research

- Explore different moving toys and monsters.
- Find out how simple mechanisms (levers, sliders, linkages) work.
- Look at pictures and videos to gather ideas for movement.

Design

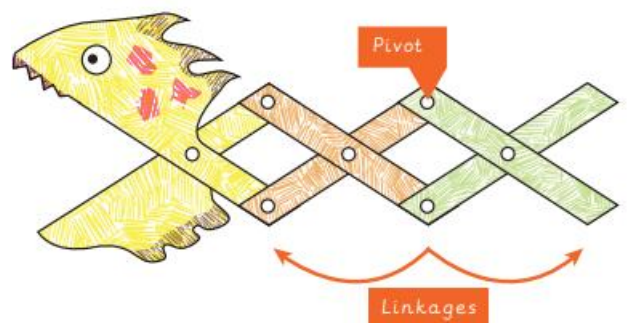
- Draw a clear design of a moving monster.
- Label the parts and show how the mechanism will move.
- Choose materials and tools needed to make it.

Make

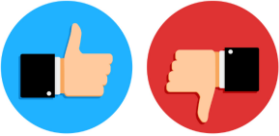
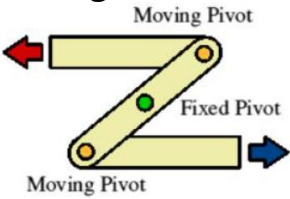

- Use tools and materials safely and carefully.
- Cut, join and fix parts together to create movement.
- Build the monster so the mechanism works properly.

Evaluate

- Test how well the monster moves.
- Talk about what worked well in the design.
- Suggest one improvement for next time.



Vocabulary you will learn throughout this unit...

Vocabulary	Definition
Design Criteria	A set of rules to help designers focus their ideas and test the success of them.
Evaluation 	When you look at the good and the bad points about something, then think about how you could improve it.
Input	The energy that is used to start something working.
Linkage 	Lengths of material (metal or card) that are joined together by pivots, so that the links can move as part of a mechanism.
Mechanical	Something that can move because several pieces work together like a machine.
Output	A collection of parts that work together to create a movement, e.g., a bicycle.
Pivot	The central point, pin or shaft on which a mechanism turns or swings.
Survey 	To ask a group of people questions about something and to use their answers to make improvements.