

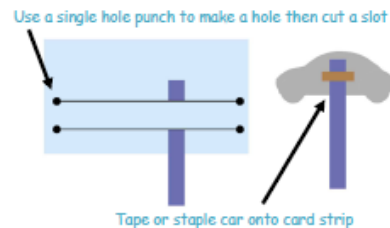
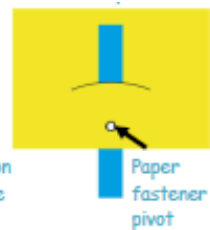
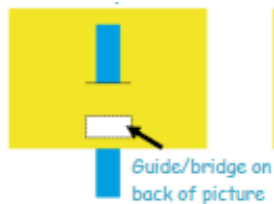
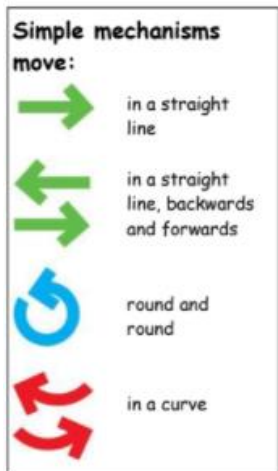


Knowledge What will I know by the end of the unit?
<ul style="list-style-type: none"> • What a mechanism is • Where mechanisms are around me • Know that different mechanisms make different types of movement • What a slider is • What a lever is • How to make a lever • How to make a slider

Design Technology Skills
measure, mark out, cut, shape, assemble, join, combine and finish a range of materials and parts.

What I will do:	
Designing	<ul style="list-style-type: none"> • Think of ideas using what I know and learn. • Share and explore ideas through drawings and mock-ups.
Making	<ul style="list-style-type: none"> • Plan my design by talking about what I might do next. • Choose and use tools, to cut, shape and join paper and card. • Explain what I have chosen to use and do. • Make sure my product has a good finish.
Evaluating	<ul style="list-style-type: none"> • Explore a range of everyday products that use simple sliders and levers. • Evaluate my product by talking about how well it works for its job and the user and whether it meets design criteria.

Vocabulary I will know:	
mechanism	different parts working together to make movement
slider	a mechanism which moves in a straight movement
lever	a mechanism which moves in a curved movement
straight line	
curved line	
pivot	turning around a point
rotate	turn around in a circle
bridge	a strip holding a mechanism in place
slot	a slit to put a mechanism through



A lever moves around a pivot. We can move it in a curved motion.

A slider can also move up and down in a straight line



A slider can move from side to side in a straight line