



Buglawton Primary School





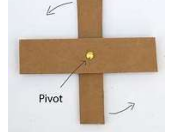
Be the Best We Can

Topic: Mechanisms

Subject: DT

Year: 1

Term: Spring

<p>What should I already know?</p> <ul style="list-style-type: none"> • 	<p>What should I be able to do by the end of the unit?</p>	<p>Key Vocabulary</p>	
<p>What will I know by the end of the unit?</p>	<ul style="list-style-type: none"> • Begin to draw on their own experience to help generate ideas and research conducted on criteria. • Begin to understand the development of existing products: What they are for, how they work, materials used. • Begin to develop their ideas through talk and drawings. • Make templates and mock ups of their ideas in card and paper or using ICT. • Begin to make their design using appropriate techniques. • Explore and use mechanisms [for example, levers, sliders], in their products. • With help measure, mark out, cut and shape a range of materials. • Begin to build structures, exploring how they can be made stronger, stiffer and more stable. • Evaluate their work and discuss ways that are effective and ways that it could be improved. 	<p>design</p>	<p>strong</p>
<ul style="list-style-type: none"> • Understand that different mechanisms produce different types of movement. • Know and use technical vocabulary relevant to the project. 			
		<p>thinking of new ideas</p>	<p>able to stand force</p>
		<p>stiff</p>	<p>slider</p>
			
		<p>not bendy</p>	<p>a mechanism that slides part of a picture across or upwards, making it look like it's moving</p>
		<p>lever</p>	<p>evaluate</p>
			
		<p>a rigid bar resting on a pivot, used to move one end when pressure is applied to the other</p>	<p>discuss strengths and weaknesses</p>

Agreed Real-Life Outcome:

Make a slider/lever picture or storybook, allowing a part of a picture to move