DT Year 1 Autumn Term: Knowledge Organiser – Mechanisms- Moving Story Books



Key Learning (Skills)

DT: By the end of this learning I will be able to…

- Explaining how to adapt mechanisms, using bridges or guides to control the movement.
- Designing a moving storybook for a given audience.
- Following a design to create moving models that use levers and sliders.
- Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed.
- Reviewing the success of a product by testing it with its intended audience

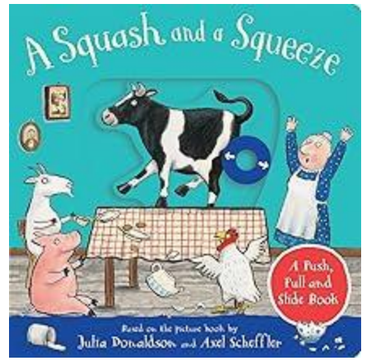


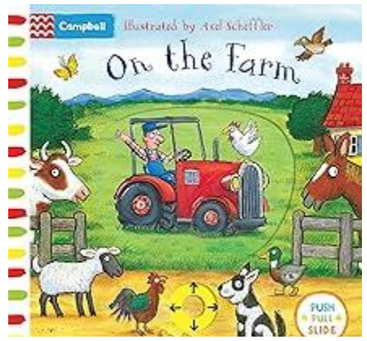
Key Learning (Knowledge)

DT: By the end of this learning I will…

- Explore making mechanisms
  (Look at sliders and understand that they make things move. Describe movements eg up, down, left, right)
- Design a moving story book
  (draw background picture and moving parts)
- Construct a moving picture
  (choose which slider is best and attach moving parts)
- Construct a moving picture
  (put all elements together)
- Test and evaluate my finished product
  (read story book to Reception children and evaluate against design criteria)

Good Books







Key Vocabulary

Adapt	Make something suitable for a new use
Assemble	Fit together separate parts of an object
Slide	Move smoothly along a surface
Design	Plan or draw to show the look or function of an item
Mechanism	A system or parts working together

What I already know (prior learning)

Reception:

- How to explore and choose materials for junk modelling
- To cut using scissors and join materials
- To make and evaluate junk models

What I will learn next

Year 2/3:

- To design, select, cute and sew fabric to make pouches
- To look at the designs of Coco Chanel
- Using mechanical systems to make pneumatic toys