

Year 2



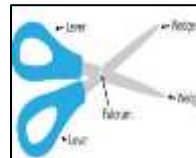
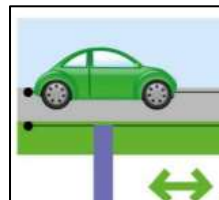
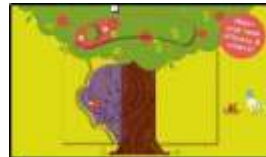
Knowledge Organiser: D&T - Mechanisms

Project ideas; *Moving pictures, pop up books*

Key Vocabulary		
Mechanism	Slider	Guide
Slot	Lever	Bridge
Fulcrum	Pivot	

Key Learning
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		
Design	Make	Evaluate
Design appealing products, generate ideas based on simple design criteria and their own experiences, explaining what they could make. Develop, model and communicate their ideas through talking, mock-ups and drawings	Plan by suggesting what to do next. Select and use tools, equipment, skills and techniques to perform practical tasks, explaining their choices. Select new and materials, components, reclaimed materials and construction kits to build and create their products. Use simple finishing techniques suitable for the products they are creating.	Explore a range of existing products related to their design criteria. Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.



In Year 1, you learnt:

- To use wheels, axles and axle holders.
- Distinguish between fixed and freely moving axles.
- Know and use technical vocabulary relevant to the project.

Overview - Mechanisms

Sliders and Levers

Mechanisms are the parts that make something work. Mechanisms are all around us! Most objects that help us in our lives are made up of different mechanisms.



Sliders and Levers are mechanisms that make things move.



Sliders help to move things from side to side and up and down.

Levers are slightly more complex. They use a fulcrum (a fixed point around which the lever can pivot) to make things move in arc (curve).

