

Year 3



Knowledge Organiser: D&T - Mechanisms

Project ideas; Moving Monsters, Greetings Cards

Key Vocabulary		
Mechanism	Lever	Linkage
Input	Output	
Pivot	Fulcrum	

Key Learning

Understand and use lever and linkage mechanisms.

Distinguish between fixed and loose pivots.

Know and use technical vocabulary relevant to the project.



Skills		
Design	Make	Evaluate
Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s. Use annotated sketches, prototypes, final product sketches and pattern pieces; communication technology to develop and communicate ideas.	Plan the main stages of making. Select from and use a range of appropriate tools and equipment with some accuracy related to their product. Select from and use finishing techniques suitable for the product they are creating.	Investigate a range of 3-D lever and linkage products relevant to their project. Test their product against the original design criteria and with the intended user. Evaluate the ongoing work and the final product with reference to the design criteria and the views of others.

In Year 2, you learnt:

- Explore and use sliders and levers.
- Understand that different mechanisms produce different types of movement.
- Know and use technical vocabulary relevant to the project.

Overview - Mechanisms

Levers and Linkages

Mechanisms are the parts that make something work.

Levers and Linkages are mechanisms that make things move. Many mechanisms take one type of input motion, and output it as a different type of motion.

In a lever and linkage mechanism, the 'input' is where the user pushes or pulls a card strip. The 'output' is where one or more parts of the picture move.

These mechanisms use a fulcrum (a fixed point around which the lever can pivot) to make things move in arc (curve).



