

My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Design & Technology: Moving Toys

Lesson 5

To know how to follow a design plan to create a finished product

I can work safely with a range of tools and materials
I can identify areas where my toy can be improved



Lesson 6

To know how to evaluate a finished product

I can suggest improvements to my design process
I can recognise where I have been successful



Lesson 4

To know how a cam toy is designed

I can design a moving toy with a cam mechanism
I can explain the purpose and audience of a design



Lesson 3

To know how structures can be strengthened in moving toys

I can suggest how to make a structure sturdy
I can identify how a structure has been reinforced



Lesson 2

To know there are different types of cam mechanism

I can explain how different shape cams affect movement of a toy
I can make suggestions on suitability of cams for



Lesson 1

To investigate toys which cam mechanisms

I can explain what a cam mechanism is
I can understand how a cam mechanism works inside toys



What should I already know

A mechanism - parts that work together to make something move

Hinge - something that connects two objects and lets them rotate

Pivot - a fixed part that holds a lever in place as it turns

Lever - helps to lift up objects

National Curriculum:

materials, textiles and ingredients, according to their characteristics

KS1 - explore and evaluate a range of existing products

KS1 - evaluate their ideas and products against design criteria

KS1 - build structures, exploring how they can be made stronger, stiffer and more stable