

# Steps through Learning

## Design & Technology: Moving Toys

Vocabulary that I will learn and use during this unit of work

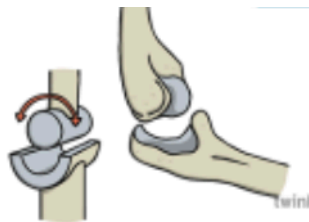
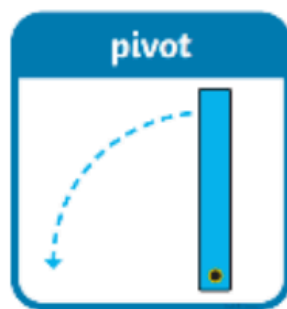
Construct plan tools join  
materials properties  
review build mechanism  
evaluate pivot  
lever hinge rotary motion  
linear motion

Sticky knowledge about mechanisms

- Know the properties and characteristics of some everyday materials
- Know some simple types of mechanisms
- Know some ways to reinforce or strengthen a structure
- Know appropriate ways to join materials together

Sticky Skills!

- Identify what a product is, who it is for, how a product works and how it is used.
- Explain what product they will be designing and making
- Discuss the steps for making the product
- Represent ideas through talking and drawing
- Use a range of materials and select them based on their properties
- Choose suitable tools for making
- Use tools while showing an understanding of risk and safety
- Measure, mark, cut and shape materials and components
- Join, assemble and combine materials
- Talk about design ideas and judge how the product met their design ideas.



A simple cam mechanism consists of...

