Design and Technology Year 1 Spring 1

Mechanisms – sliders and levers – a robot scene

Prior Learning:

Reception Mechanisms: pop up/lift-the-flap book

- Look at a variety of books with pop-ups and flaps.
- Join different materials with glue/tape.
- Cut templates out.
- Fold and cut paper and card for a desired effect.

Future Learning:

- Y2 wheels and axles unit (making a moon buggy)
- Children will observe sliders and levers when they visit Worden Park playground in Y2.

Final Outcome: To make a robot scene linked to 'No-Bot' text using sliders and levers to help tell the story to friends.

Key Vocabulary	Objectives taken from Progression Document	Key Knowledge
lever slider fastening fastener fold tear cut straight curved	 Use pictures and words to convey what they want to design/make Propose more than one idea for their product. Select appropriate technique explaining: First Next Last Explore ideas by rearranging materials Select pictures to help develop ideas Use drawings to record ideas as they are developed. Add notes to drawings to help explanations. Describe their models and drawings of ideas and intentions. 	Children will know that a slider is a mechanism which makes something move up, down, left or right. A lever is a mechanism which makes something pivot around a point. Levers are used for door handles or a seesaw. Sliders are used for a sliding bolt or for children's trays. Mechanism is when there are parts acting together to make an action take place. Sliders and levers can be used to make a moving picture.

Make

- Discuss their work as it progresses.
- Select materials from a limited range that will meet the design criteria.
- Select and name the tools needed to work the materials (card, paper, felt, film, paint, scissors, glue, tape, hole punch)
- Explain what they are making.
- Explain which materials they are using.
- Name the tools they are using.
- Describe what they need to do next.

Mechanisms: Sliders and levers

- Join appropriately for different materials and situations e.g. glue, tape.
- Roll paper to create tubes.
- Fold, tear and cut paper and card.
- Cut along lines, straight and curved.
- Use a hole punch.
- Insert paper fasteners for card.
- Experiment with levers and sliders to find different ways of making things move.

Evaluate

- Explore existing products and investigate how they have been made.
- Talk about their design as they develop and identify good and bad points.
- Note changes made during the making process as annotation to plans/drawings.
- Say what they like and do not like about items they have made and begin to say why.

 Discuss how closely their finished product meets their 	
design criteria and how well it meets the needs of the	
user.	