## Knowledge Organiser - Year 1 and 2 - Autumn 2 Topic: Design and Technology

# St Mary's & St Benedict's

## Moving Mechanisms

# What should I already know?

- How to join different materials together using resources such as glue, sellotape and split pins.
- How to mark make to cut along straight and curved lines.
- The sequence of events of the Great Fire of London.

Key Vocabulary	
Mechanism	Allow for a moving feature on the design.
Assemble	To fix all parts together.
Design	To make, draw or write plans for a product.
Design criteria	A set of instructions for the project.
Evaluation	Looking at the positives and negatives about a product and thinking about how to improve.
Model	A copy of a real object to show how it works or what it looks like
Lever/slider	Something that can move an object side to side or up and down
Target audience	A person or particular group of people whom a product is aimed at
Test	To find out whether something works as it should

# Remember the key words for describing movement!

## How does a lever work?

A lever has three important parts:

- **1. Load** The load is the thing to be moved. It could be a big rock, a bucket of toys, or even a friend sitting on a seesaw.
- **2. Fulcrum** This is the spot where the lever sits. It allows the lever to move up and down, side to side, in a curve or round and round.
- **3. Effort** This is the power we use to make the lever work. When we push or pull to move things we use our muscles to make the lever do its job.

### How do slider mechanisms work?

A slider mechanism is made up of a strong bar or rod supported by a guide.

The guide allows motion (movement) along a straight line.

# Fun Fact

The fire began in a bakery in Pudding Lane!

# Key Skills I will learn

- Join appropriately for different materials and situations e.g. glue, tape.
- Mark out materials to be cut.
- Fold 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 in a 2D plane.





