

Preston Primary School Knowledge Organiser








Topic: DT mechanisms

Term: Spring 1

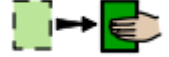



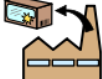

Year: Unit 2 years 1 & 2

Duration: 5 weeks

The Powerful Knowledge we will take away from this Learning Enquiry (what will be learning):

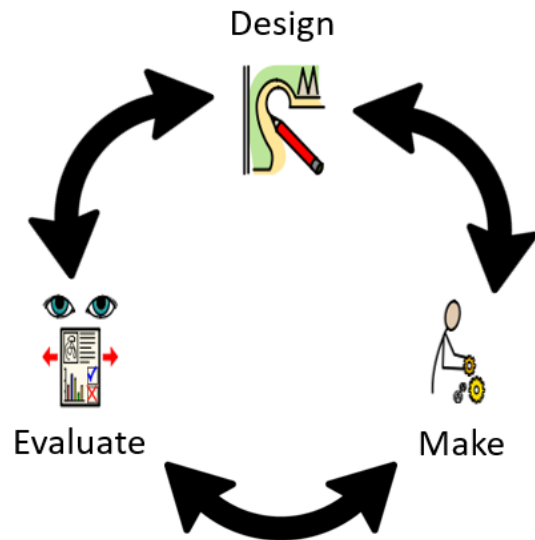
 Evaluate  Mechanisms	Explore and evaluate a range of existing moving books
 Mechanisms  Make	<p>Deconstruct a simple slider and lever and describe how it works.</p> <p>Explore and use mechanisms (for example sliders), using a slider to make a picture move.</p> <p>Explore and use mechanisms (for example levers) using a lever to make a picture move.</p>
 Design	Design purposeful, functional and appealing products for themselves and other users based on design criteria designing an appealing moving picture. Generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups drawing an annotated sketch to show their ideas about a moving picture.
 Make	Explore and use mechanisms (for example levers, sliders) in their products making a moving picture.
 Evaluate	Evaluate their ideas against design criteria evaluating a moving picture.

Our Key Vocabulary:

Word	Image	Meaning
Moving		changing from one place or position to another
lever		a long piece of wood, metal, etc. used for lifting or opening something by somebody placing one end of it under an object and pushing down on the other end
slider		a device for moving something, which you slide up and down or from side to side
pivot		the central point, pin or column on which something turns or balances
wheel		one of the round objects under a car, bicycle, bus, etc. that turns when it moves
evaluate	 Evaluate	to form an opinion of the amount, value or quality of something after thinking about it carefully
product		a thing that is grown, produced or created, usually for sale
design	 Design	the art or process of deciding how something will look, work, etc. by drawing plans, making computer models, etc.

The Design, Make and Evaluate Model of Design and Technology:

We will use the Design, Make and Evaluate continuous cycle during every Design and Technology lesson. The cycle shows how we will be constantly evaluating during the design and make stages to improve our products or dishes along our invention journey. As well as evaluating our final product or dish at the end of our long enquiry to conclude what went well, what we would improve next time and what challenges we have faced along the way.



What I already know:

In the Puffins and Penguins children will have had the opportunity to create with materials - safely using and exploring a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - to share their creations, explaining the process they have used.

Images:

