

Year 4 Summer Term DT Knowledge Organiser

Unit of work:

To create a story book with moving parts

Links to other year groups: Years 2, 3, 5 – moving mechanisms

Key Vocabulary:

product an item

mechanism the part that makes something work

concertina a zig-zag of continuous parallel folds

pop-out a technique to make a moving part

window flap an opening that can exposes an image

rotate when something rotates in turns in a circular motion

fulcrum a pivot point around which a lever turns

pivot a point around which something can rotate or turn

lever a rigid bar which moves around a pivot. Levers are used in many everyday products.

linkage the card strips joining one or more levers to produce movement

fonts the specific style of printable text

graphics an image or visual representation of an object

bind to fasten something tightly together

evaluate to critique the end product

Real World Examples:



Constructional Diagrams & Key Info:

NOTE: It can be dangerous to work with sharp objects such as craft knives, scissors, staplers and pins.

Research the different types of sliders/levers and look at a range of different books that use these mechanisms.

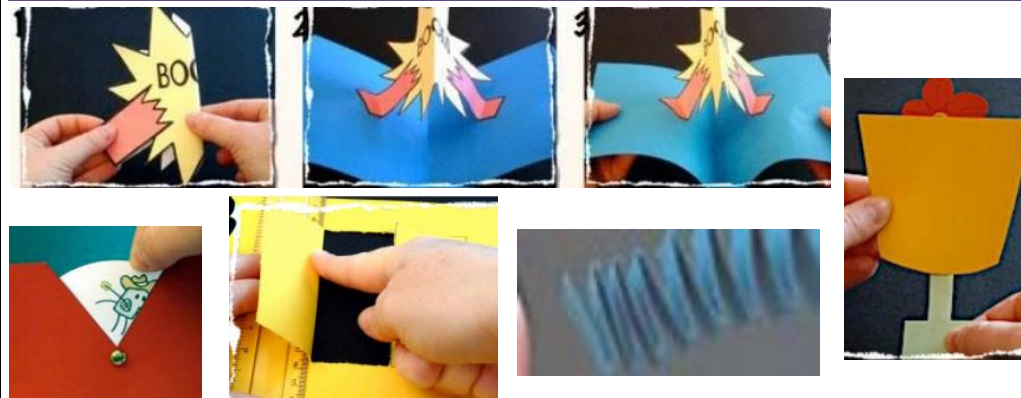
Decide which type of mechanism you will use for your book.

Create a plan/design of your book.

Make your book using the mechanism.

Evaluate your book and how effective your choice of mechanism was.

Timeline



Resources:

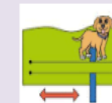
Children's books with lever and linkage mechanisms, card strips, card rectangles, paper, masking tape, paper fasteners, paper binders, stick glue, left/right-handed scissors, cutting mats, card drill, finishing media and mat.

Key Skills - Designing
Purpose - What it is for? User - Who will use it?

Effective sliders and levers should move smoothly and create a movement that is appropriate to the subject matter.

Sliders

When creating your story book consider where you will place the slot and how long it will be. This can change how far you slider can slide! Also think about where you will put your guide so that the slider only moves where you want it to.



Levers

Decide where you will position your fulcrum (a fixed point around which the lever can pivot). The further it is from the object, the more the object at the end of the lever will move.

Sequence of Lessons	
	Brief summary of lesson content
Lesson 1	To investigate and evaluate products with lever and linkage systems.
Lesson 2	To experiment with a range of techniques to create moving mechanisms.
Lesson 3	To explore and experiment with a range of different fonts and graphic techniques.
Lesson 4	To be able to plan and design a storybook.
Lesson 5	To be able to make a storybook with moving mechanisms using a design.
Lesson 6	To be able to evaluate a finished product.

