What we already know	Design and Technology Mechanisms – Making a moving story book. Year 1 and 2	What will we know by the end of this unit?
• Use scissors to cut out. • Know how to use glue to stick. • Know how to use tape to stick. • Know how to use both scissors and glue safely.		• Identify whether a mechanism is a side-to-side slider or an up-and-down slider and determine what movement the mechanism will make. • Clearly label drawings to show which parts of their design will move and in which direction. • Make a picture, which meets the design criteria, with parts that move purposefully as planned. • Evaluate the main strengths and weaknesses of their design and suggest alterations.

Key skills

- Explaining how to adapt mechanisms, using bridges or guides to control the movement.
- Designing a moving story book for a given audience.
- Following a design to create moving models that use levers and sliders.
- Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed.
- Reviewing the success of a product by testing it with its intended audience.

Skills			Knowledge		Vocab	
Design	Make	Evaluate	Technical	Additional	sliders	Something that can move from side to side or up and down.
Explaining how to adapt mechanisms, using bridges or guides to control the movement. Designing a moving story book for a given audience.	Following a design to create moving models that use levers and sliders.	Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. Reviewing the success of a product by testing it with its intended audience.	To know that a mechanism is the parts of an object that move together. To know that a slider mechanism moves an object from side to side. To know that a slider mechanism has a slider, slots, guides and an object. To know that bridges and guides are bits of card that purposefully restrict the movement of the slider	To know that in Design and technology we call a plan a 'design'.	mechanism	A system of parts working together.
					adapt	To change something to suit different uses
					design criteria	A set of rules to help you with your ideas and test the success of them.
					design	To make, draw or write plans for something.
					input	The energy that is used to start something working.
					model	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.
					template	A stencil which you use to help you draw a shape more easily on to different materials.
					assemble	To fix all parts together.
					test	To find out whether something works as it should.