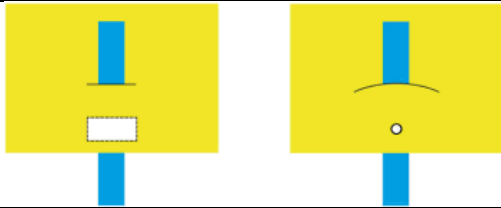
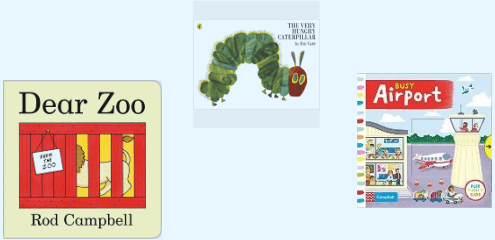


Year 1: DT Moving Pictures

Subject Specific Vocabulary		Memorable Image	Exciting Books
mechanism	System of parts that work together.		
slider	A lever that is moved horizontally or vertically to control another object.		
pivot	The centre point or pin on which a mechanism turns or spins.	Sticky Assessment Knowledge	
wheel	A circular object that revolves around an axle or pivot.	Useful Websites	
push	To force an object to move away from oneself.	<p>Simple Machines Slider https://www.youtube.com/watch?v=QP1U2d7GLU</p> <p>Simple Machines Lever https://www.youtube.com/watch?v=lueqE0lxLyc</p>	
pull	To force an object to move towards oneself.		
Lever	A bar or handle that can be moved around a fixed point so that it can be pushed or pulled to control an object on the other end.	Misconceptions and Facts	
assemble	To join together different parts.		
design	To plan or drawing to show the workings of an object.		
annotate	Add notes to a drawing for explanation.		
evaluate	To test finished product to see if improvements need to be made.		
		<input type="checkbox"/> Be able to successfully explore and evaluate a range of existing products.	<ul style="list-style-type: none"> 'force' (push or pull) means someone makes you do something you do not want to do. The best place to put fulcrum (pivot) is centre of lever.
		<input type="checkbox"/> Explore and use mechanisms (sliders, levers, and wheels) in their products in the context of using a mechanism to make a picture move.	
		<input type="checkbox"/> Design purposeful, functional, and appealing products for themselves and other users based on design criteria in the context of designing an appealing moving picture.	
		<input type="checkbox"/> Generate, develop, model, and communicate their ideas through talking, drawing, templates, and mock-ups in the context of drawing an annotated sketch to show their ideas about a moving picture.	
		<input type="checkbox"/> Explore and use mechanisms (for example levers, sliders, wheels, and axles) in their products in the context of making a moving picture.	
		<input type="checkbox"/> Evaluate their ideas against design criteria in the context of evaluating a moving picture.	