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| **Year 3 – Design and Technology – Mechanisms and Levers** | | |
| What should I already know? | What am I going to learn in this unit? | Vocabulary I need to know |
| (From Year 2)   * I can design purposeful, functional, appealing products based on design criteria. * I can generate ideas in different ways. * I can use a range of tools and equipment to cut, join and shape. * I can select the materials I need for a purpose. * I can evaluate a range of existing products. * I can evaluate my own ideas against the design brief. * I can begin to use levers, sliders and wheels in my designs. | * I can identify different mechanisms such as flaps, sliders and levers in different contexts. * I can analyse a variety of products which have levers and linking mechanisms. * I can use experimenting to help me develop my ideas and create a final design. * I can explain what a prototype is and why they are useful. * I can explain my choices of materials. * I can communicate what my idea is and explain how it will work to another person. * I can order the steps I need to make my final product. * I can select and use appropriate tools with accuracy including cutting, shaping and joining. * I can demonstrate how to use finishing techniques to make my final product look exciting. * I can evaluate my product for its appearance, durability and whether it is easy to use. | |  |  | | --- | --- | | Mechanism  Linkages | A device used to create movement. | | C:\Users\kfurby\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\44F47941.tmpLever | A rigid bar which moves around a pivot. Levers are used in lots of every day products. | | Guide | A short card strip to keep a lever in place | | Pivot  C:\Users\kfurby\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\BE48CDF7.tmp | Something like a split pin that is used to join two pieces of card together but they can still move. | | Input and Output | Input is the movement put onto the lever to make the other part move. The other moving parts are the output. | | Motion  (movement) |  | | Prototype | A model of the final product to see if the design and measurements work. | |