
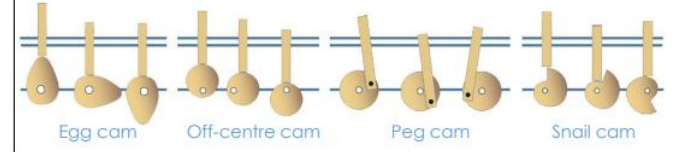
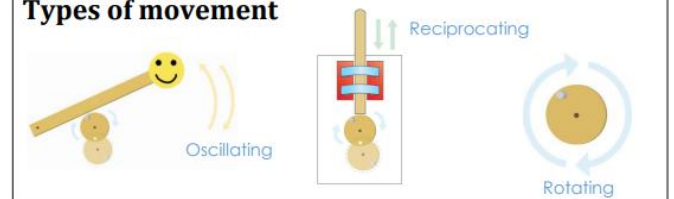

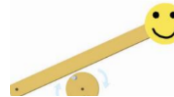





## Year 5 Design and Technology - Cams

What should I already know?	What am I going to learn in this unit?	Vocabulary I need to know	
<b>Food Technology</b> <ul style="list-style-type: none"> <li>I can explain what is meant by seasonality and give examples of different fruit and vegetables that are in season in the UK.</li> <li>I can name some foods which are grown, reared, caught and processed in the UK.</li> <li>I can give examples of dishes that can be cooked seasonally and use their recipes as inspiration.</li> <li>I can generate a range of ideas for balanced seasonal soup recipes.</li> <li>I can develop and refine a recipe.</li> <li>I can chop and prepare different vegetables.</li> <li>I can explain what is meant by seasoning food and have experimented with using different seasonings.</li> <li>I can use mixers appropriately and safely.</li> <li>I can safely use a hob and manage hot pans.</li> <li>I can evaluate a range of products based on taste, appearance, texture and smell</li> </ul>	<ul style="list-style-type: none"> <li>I can explain what movement is and give examples of different movements.</li> <li>I can explain that a mechanical system has an input, process and an output.</li> <li>I can explain what a CAM is.</li> <li>I can give examples of different cams and the movements they make.</li> <li>I can explain who Ismail al-Jazari is and name some of his 50 mechanical devices.</li> <li>I can create a design specification based on my thinking.</li> <li>I can create a series of designs based on a design specification.</li> <li>I can communicate my ideas using drawings from different angles.</li> <li>I can select a range of appropriate tools for cutting and joining wood and cardboard.</li> <li>I can use these tools safely.</li> <li>I can use feedback from others to help suggest improvements to my work.</li> </ul>	<b>Cams</b> 	Something that changes one sort of movement to another.
		<b>Types of cams</b> 	
		<b>Types of movement</b> 	
		<b>Follower</b> 	Something that follows the movement of the Cam.
		<b>Lever</b> 	A material like card or wood that doesn't bend which moves around a point.
		<b>Slider</b> 	A material like card or wood that moves forwards and backwards in a straight line
		<b>Guide</b> 	Something that helps the movement of something else.
		<b>Spacer</b> 	Something that creates space to allow parts to move.