



Subject: DT	Year group: 5 Term: Autumn	Title: Mechanisms – Pop up books.								
What should I already know? • How to investigate and analyse a range of existing products. • How to research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. • How to select from and use a wider range of tools and equipment to perform practical tasks for example; cutting, shaping, joining and finishing accurately. • How to evaluate my ideas and products against my own design criteria and consider the views of others to improve my work.	Facts I will learn • The difference between structures and mechanisms. • How to strengthen and reinforce more complex structures. • How can different card mechanisms create different sorts of movement? • To understand and use mechanical systems e.g. pulleys, levers and sliders. <u>Sliders</u> Move in one direction this can be either up and down or side to side  <u>Spacers</u> Are small pieces of card that help to keep the slider in the right place.  <u>Levers</u> Directional movement based on a fixed or loose pivot.  <u>Loose Pivot</u> 	Key questions • What is the purpose of these mechanisms? • What is the mechanism that helps move each picture? • Why would children want to read these books? • Think about interesting design and aesthetics. How does this help create an effective story? • Does your product fulfil your design criteria? • How did you overcome any problems you encountered? 								
Key Skills • To select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. • To develop cutting, scoring, folding and joining skills in order to make reliable and effective pop up books and understand the importance of doing this well to create an acceptable finished product.	Experiences that school will provide Opportunities to look at a range of pop up books and the different mechanisms used to create interest.	<table><tr><th>Key vocab</th><th>Definition</th></tr><tr><td>mechanism</td><td>A system of parts working together.</td></tr><tr><td>structure</td><td>Something which stands, usually on its own.</td></tr><tr><td>pop-up book</td><td>A book with 3D pages.</td></tr></table>	Key vocab	Definition	mechanism	A system of parts working together.	structure	Something which stands, usually on its own.	pop-up book	A book with 3D pages.
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• To develop graphic styles to match the needs of the audience, using a variety of resources to create appealing end products. • To evaluate a finished product against a design criteria and consider the views of others on how to improve work.		pull mechanism	A push pull motion.
Web links https://video.link/w/ewGP (Pop up books)	Experiences that could be provided at home Reading and looking at pop up books. Making basic mechanisms e.g. card with a lever.	function	How an object or product operates or works.
		slider	A part of a mechanism which allows an object to move from side to side.
		pivot	A shaft or pin on which something turns.