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| **Goonhavern Primary School- Design Technology**  |
| **TOPIC: Design Technology** | **YEAR: 1** | **STRAND: Mechanisms** |

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| **What should I know already?** | **What will I know by the end of the unit?** |
|  | Design: That I can make a working model to practise my design.  |
| Design: How to draw a labeled diagram showing where the movement will take place.  |
| Make: How to cut accurately with scissors. |
| Make: To select materials appropriate to the task in hand.  |
| Make: How to strengthen or stiffen materials.  |
| Evaluate: Tell you what was successful about my product and what I could do to further improve it.  |
| Describe simple mechanisms that are used in everyday products.  |
| **School Values** |
| **Five Ways to Wellbeing** |

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| **Vocabulary**  |
| Mechanism  | A system of parts working together (in a machine) |
| Model | a thing used as an example to follow or imitate. |
| Label  | Gives information  |
| Diagram | A simplified drawing of a structure or workings of something  |
| Materials | Items needed to make the project  |
| Strengthen | Make something stronger  |
| Split-pin | A pin that can be split join two parts together and make them move  |

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| **Image/diagram that helps me to articulate my knowledge/understanding**  | **Investigate!** |
|  | Explore using split pins to create different movements. Design and create puppets from a familiar story. Link to English - familiar stories.  |