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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. |