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| **Goonhavern Primary School- Design Technology**  |
| **TOPIC: Design Technology** | **YEAR: 6** | **STRAND: Mechanisms** |

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| **What should I know already?** | **What will I know by the end of the unit?** |
| I know that I can join materials in different ways including: PVA glue, hot glue guns, glue stick, stapling and sticky tape. I know that mechanisms can be used to create different movements. Design: That I can make a working model of different mechanisms. Design: That I can create a list of materials that I need to make my product. Design: That I can hide my mechanism by layering card (or similar on top). Make: I can use scissors with a high degree of accuracy. Make: I can make mechanisms with levers, pivots and pneumatics Make: To select materials appropriate to the task in hand. Evaluate: How to improve a design after self evaluating.  | A labyrinth is a complicated irregular network of passages or paths in which it is difficult to find one's way; a maze. |
| How to construct a labyrinth using cardboard |
| Hydraulic systems use pressurized liquid to transmit and magnify forces |
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| **School Values** |
| **Five Ways to Wellbeing** |

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| **Vocabulary**  |
| Mechanism  | a system of parts working together in a machine; a piece of machinery. |
| Pulleys  | a wheel with a grooved rim around which a cord passes, which acts to change the direction of a force applied to the cord and is used to raise heavy weights. |
| Diagram | A simple drawing to give an explanation of how something works  |
| Pneumonic | Compression of pressured air |
| Syringe  | a tube with a nozzle and piston or bulb for sucking in and ejecting |
| Force | Amount of energy inputted  |

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| **Image/diagram that helps me to articulate my knowledge/understanding**  | **Investigate!** |
| 1.
 |  Make a pneumonic labyrinth game  |