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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!** |
|  | Make a pneumonic labyrinth game |