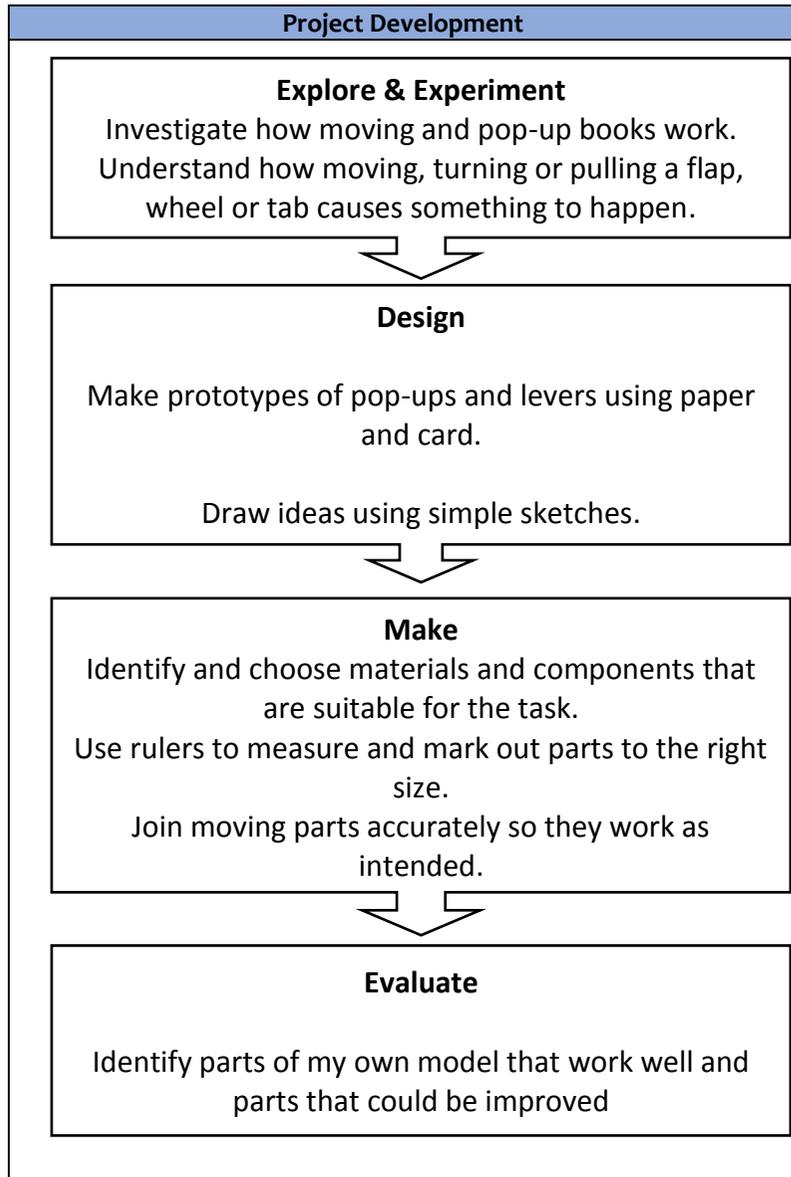




<b>Subject</b>	Design & Technology	<b>Theme</b>	Moving water cycle model	<b>Term</b>	3 and 4
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**What should I already know?**

That products are made for different reasons.  
That materials are chosen for different reasons.  
Not all materials are suitable for products.  
Accuracy is important when making parts.

**What should I know by the end of the unit?**

How parts of a model can be made to move using levers, wheels and pop-ups.

How moving parts can make books and models interesting and informative.

That moving parts need to be joined accurately in order to work.

That models and products are evaluated to find ways they can be improved.

**D&T Knowledge & Skills**

*Begin to understand the D&T cycle: explore – design – make - evaluate*

- **Know how mechanical systems such as levers and linkages create movement**
- **Gather information** about pop-up and moving books and models: **look at, play with and take apart existing examples of products**
- **Model their ideas using prototypes** (levers and pop-ups) **and simple sketches**
- **Select tools and materials** suitable to the task (card, split pins)
- **Measure, mark out and cut materials with some accuracy:** rulers for straight lines, accurate location of moving components
- **Evaluate** their own models: **what works well and what could be improved?**

Key Vocabulary	
Mechanical system	A system in which an action (an input) leads to something happening, moving or changing (output)
Prototype	A practice model to test if something works
Sketch	A picture showing what a finished product should look like
Component	Part of a mechanical system
Evaluate	Decide what is good about a product and what could be made better