Subject: Design & Technology	Years: 5&6	Area: Mechanical Systems		
What should I already know?	What skills will I learn?	Vocabulary		
KS1 Moving Pictures:	To design and make a Pop Up	 Design 	Come up with and draw pictures/diagrams of a product for a	
Explore and evaluate an	Book using a range of		purpose.	
existing product	mechanisms for a younger	Lever	A rigid bar resting on a pivot	
Use a slider mechanism	child in school to read			
to make a picture move	Evaluation of Existing	 Linkage 	A connection in a mechanism	
 Measure and cut accurately Make a lever and use it in a product Design a product thinking about who it is for Use different mechanisms to make a final product 	 Products Investigate similar products to the one to be made to give starting points for a design. Research needs of user. Draw/sketch products to help analyse and understand how products are made. Identify the strengths and weaknesses of their design ideas in relation to purpose/user. Decide which design idea to develop. Focused Tasks: Mechanical and Electrical Systems and ICT Develop vocabulary related to the project. Use mechanical systems such levers and linkages. Use lolly sticks/card to make levers and linkages. 	 Prototype Pivot Mechanism Tabs Product 	A first version of a device or product from which other forms are developed A central point or pin on which a mechanism turns A product with moving parts Card used to strengthen a moving part or help it move A manufactured item for use by someone	
			Resources	
		Fairy Tale books		
		Card		
		Glue/ Low Heat Melt Glue Gun		
		Lollysticks		
		Split pins		
		Craft knives		
		Craft boards		
		Pop up Books		
		YouTube videos of how to make a range of pop up mechanisms Lancashire Planning Unit (Iron Man)		

 Use linkages to make 	
movement larger or more	
varied.	
Design	
 Develop more than one 	
design or adaptation of an	
initial design.	
 Plan a sequence of actions 	
to make a product.	
 Record the plan by drawing 	
using annotated sketches.	
 Use prototypes to develop 	
and share ideas.	
Think ahead about the order	
of their work and decide	
upon tools and materials.	
 Propose realistic suggestions 	
as to how they can achieve	
their design ideas.	
Make	
 Prepare pattern pieces as 	
templates for their design.	
Cut slots.	
 Cut internal shapes. 	
 Select from a range of tools 	
for cutting, shaping, joining	
and finishing.	
 Use tools with accuracy. 	

 Select from techniques for 	
different parts of the	
process.	
 Select from materials 	
according to their functional	
-	
properties.	
 Plan the stages of the 	
making process.	
Use appropriate finishing	
techniques.	
Evaluation (of their Finished	
Product)	
 Consider and explain how 	
the finished product could	
be improved.	
 Discuss how well the finished 	
product meets the design	
criteria of the user.	
 Investigate key events and 	
individuals in design and	
technology.	
By the end of KS2	
 Develop vocabulary related to the project. 	
 Use mechanical systems such as levers and linkages. 	
 Use lolly sticks or card to make levers and linkages. 	
Use linkages to make movement larger or more varied.	
Use tools with accuracy.	
• Cut slots.	
Cut internal shapes.	
 Appropriate finishing techniques. 	
 Stiffen and strengthen materials. 	

Inskip St Peter's C.E. Primary School Knowledge Organiser