## MTP – DT – Autumn 2



| Topic                      | How have people like Rosa Parks helped to make the world a better place?   |   |  |   |   |  |  |
|----------------------------|--|---|--|---|---|--|--|
| N.C.Loorning               | (DT Kapow: Kapow Mechanisms, Making a moving Monster)  |   |  |   |   |  |  |
| N.C Learning<br>Objectives | <ul> <li>Design</li> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking and drawing, templates, mock-ups and, where appropriate, information and communication technology</li> <li>Make</li> <li>Explore and use mechanisms (for example, leavers, wheels and axles) in their products</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Evaluate</li> <li>Explore and evaluate a range of existing products</li> <li>Evaluate their ideas and products against design criteria</li> </ul> |   |  |   |   |  |  |
| Vocabulary                 | Mechanism A Mechanism is a collection of parts that work together to create a movement when a force is exerted on it   | Linkage Linkages are an essential part of many mechanisms. They can be used to change direction, alter speed and change the timing of moving parts. | Levers Levers are an essential part of many mechanisms. They can be used to change the amount, the strength and the direction of movement. |   | Pivot A pivot is a shaft or pin on which something turns. | Axle An axle is a shaft or pin on which something turns. |  |
|                            | LEARNING OBJECTIVE   | STICKY KNOWLEDGE FACT   |  | CORE LEARNING   |   |  |  |
| Lesson 1                   | We are learning to look at objects and understand how they move  | Levers and linkages are used to create and sometimes alter movement.  |  | <ul> <li>Children understand that mechanisms are a collection of moving parts that work together in a machine</li> <li>Children know that there is always an input and output in a mechanism</li> <li>Children can identify mechanisms in everyday objects</li> <li>Children understand that a lever is something that turns on a pivot</li> <li>Children understand that a linkage is a system of levers that are connected by pivots</li> </ul> |   |  |  |

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| Lesson 2 | We are learning to look at objects and understand how they move | An input is the energy that is used to start something working and an output is the movement that happens as a result of the input.   | <ul> <li>Children understand that mechanisms are a collection of moving parts that work together in a machine</li> <li>Children know that there is always an input and output in a mechanism</li> <li>Children can identify mechanisms in everyday objects</li> <li>Children understand that a lever is something that turns on a pivot</li> <li>Children understand that a linkage is a system of levers that are connected by pivots</li> </ul> |
|----------|---|---|---|
| Lesson 3 | We are learning to explore different design options             | Using a design keeps you focused. It shows the steps you need to take from the beginning of the process, through to the making, implementation, and finally the evaluation. | <ul> <li>Children understand that linkages use levers and pivots to create motion</li> <li>Children think of two of their own points to add to the class Design Criteria</li> <li>Children draw two moving monster designs that meet all points of the Design Criteria</li> <li>Children includes the linkage that will be used to make a moving monster</li> </ul>   |
| Lesson 4 | We are learning to make a moving monster                        | It is important for a designer to test and evaluate their finished product to make sure that the product is fit for purpose.  | <ul> <li>Children make linkages by connecting levers and pivots</li> <li>Children select the appropriate materials according to their characteristics</li> <li>Children evaluate how functional my monster is and whether it meets the Design Criteria</li> </ul>   |