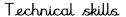
#### DT

# Mechanisms: Making a moving monster

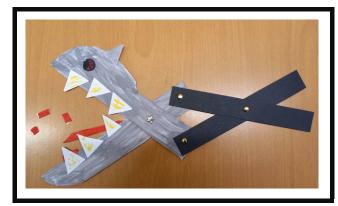
## Year 2

## What I should already know

- A slider mechanism moves an object from side to side.
- A slider mechanism has a slider, slots and guides an object.



- Creating a design criteria for a moving monster as a class.
- Designing a moving monster for a specific audience in accordance with a design criteria.
- Making linkages using card for levers and split pins for pivots.
- Experimenting with linkages adjusting the widths, lengths and thickness of the card used.
- Cutting and assembling components neatly.
- Evaluating own designs against a design criteria.
- Using peer feedback to modify a final design.



## Sticky Knowledge

Mechanisms are a collection of moving parts that work together to produce movement.

There is always an input and an output in a mechanism.

A lever is something that turns on a pivot.

To know that a linkage mechanism is made up of a series of levers.

To know that an output is the movement that happens as a result of an input.

To know that an input is the energy that is used to start something.

Vocabulary	
Design criteria	A set of rules to help designers focus their ideas and test the success of them.
Evaluation	When you look at the good and the bad points about something and think about how you could improve it.
Input	The energy that is used to start something working.
Linkage	Lengths of a material, that are joined together by pivots, so that the links can move as part of a mechanism.
Mechanical	Something that can move because several pieces work together.
Mechanism	A collection of parts that work together to create a movement.
Output	Output is the motion that happens as a result of starting the input.
Pivot	The central point, pin, or shaft on which a mechanism turns or swings.

