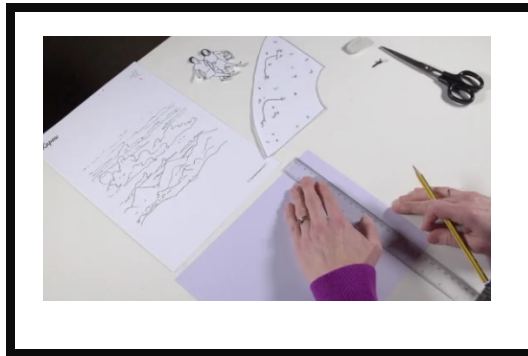


**DT Pop Up Books Year 5**

What I should already know

- Drawing a net to create a structure from.
- Choosing shapes that increase or decrease speed as a result of air resistance.
- Personalising a design.
- Measuring, marking, cutting and assembling with increasing accuracy.
- Making a model based on a chosen design.



Sticky Knowledge

- To know that mechanisms control movement.
- To understand that mechanisms can be used to change one kind of motion into another.
- To understand how to use sliders, pivots and folds to create paper-based mechanisms.
- To know that a design brief is a description of what I am going to design and make.
- To know that designers often want to hide mechanisms to make a product more aesthetically pleasing.

Technical skills

- Designing a pop-up book which uses a mixture of structures and mechanisms.
- Naming each mechanism, input and output accurately.
- Storyboarding ideas for a book.
- Following a design brief to make a pop up book, neatly and with focus on accuracy.
- Making mechanisms and/or structures using sliders, pivots and folds to produce movement.
- Using layers and spacers to hide the workings of mechanical parts for an aesthetically pleasing result.

Vocabulary

Aesthetic	How a project or object looks
CAD	Computer aided design. To use a computer to design a product, diagram or drawing
Design brief	A description of what you are going to design and make including how it will work
Exploded diagram	A diagram which shows all of the parts of a product, including the internal and external parts
Function	How an object or product operates or works
Input	The motion used to start a mechanism
Output	A motion that happens as a result of starting the input
Pivot	A shaft or pin on which something turns
Prototype	A simple model that lets you test out your idea, showing how it will look and work

