D&T – Mechanisms: Sliders and Levers
Year 1: Autumn 2

Key Vocabulary

Mechanism - a device used to create movement in a product.
Lever - a rigid bar which moves around a pivot. Levers are used in many everyday products. In this project, children will use card strips for levers and paper fasteners for pivots.
Pivot - the central point, pin, or shaft on which a mechanism turns.
Slot - the hole through which a lever or slider is placed to enable part of a picture to move.
Bridge/guide - a short card strip used to keep sliders in place and control movement.
Slider - a rigid bar which moves backwards and forwards along a straight line. Unlike a lever, a slider does not have a pivot point.
Join – to link or join something together.
Evaluate – to judge how a product meets chosen criteria.
Function – practical use or purpose of design; an activity that is natural to or the purpose of a person or thing.

Key Questions

- How do you think the mechanism works?
- What will make your product successful?
- How does the slider/lever move?
- What is the pivot and what does it do?
- What does the movement of the slider and lever
- remind you of?
- Who will your product be for and what will be its purpose?



Key Skills

- Develop, model and communicate their ideas through drawings and mock-ups with card and paper.
- Select and use tools, explaining their choices, to cut, shape and join paper and card.
- Use simple finishing techniques suitable for the product they are creating.
- Explore a range of existing books and everyday products that use simple sliders and levers.
- Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.
- Understand that different mechanisms produce different types of movement.
- Explain why they have chosen moving parts.
- Know and use technical vocabulary relevant to the project.

Concepts

Designing

A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made. The designer must consider the purpose and the intended user of the product being created.

Website Links

How to make a sliding snail picture
https://www.youtube.com/watch?v=i7jtHCqIU8s
Super Simple machines - Levers
https://www.youtube.com/watch?v=lueqE0lxLyc