

Design Technology Year 1 Slides and Levers Autumn Term

Prior Learning: In Year R children will have: *Safely used and explored a variety of materials, tools and techniques, experimenting with design, texture, form and function*

Cross Curricular Links – Literacy – Cave Baby story

Famous Designers and Illustrators



Jan Pienkowski is a writer, illustrator and designer of movable books such as 'Robot' and 'Haunted House'.



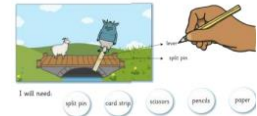
Axel Sheffler is an illustrator and author who has created moveable pop up books such as 'The Tickle Book' and 'Room on the Broom'.

4. TWAL: to design a moving picture.

Now that we have explored moving mechanisms we will plan what we want our moving pictures to look like, how we will build it, and what tools and equipment we will use. We will decide which mechanism to include in our design.



Brilliant designers can draw and talk about their moving picture design.



1. TWAL: to understand a design brief

2. TWAL: how moving books work

We will be given a design brief to create a page from their current story 'Cave Baby' we will look at how to make the book 'interactive' by making parts of their page move. We will explore pop up books and look at how the pages can be moved. We will be introduced to the words 'slider' and 'lever' to describe moving parts.

A set of design criteria reminds us what we need to include

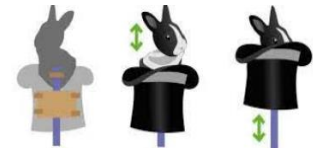


5. TWAL: to create a moving picture.

Following the design brief and our design plan we will create our storybook page, using the correct equipment to cut, shape, join, and finish our work.



We can use a range of tools (scissors, glue, tape) for cutting, shaping, joining and finishing.

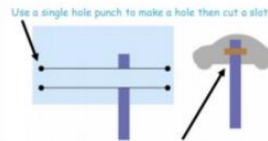


2. TWAL: how to make a slider.

We will learn how sliders work, using a bridge and a slot, and look at the key components and practise making our own sliders. We will consider how to make the structures stiffer and more

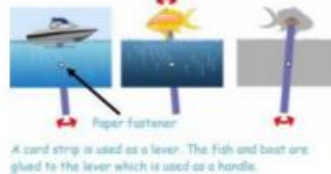


Sliders make pictures move from side to side.



3. TWAL: How to make a lever.

We will learn how to make levers, learning about fasteners, pivot points and levers. We will use this knowledge to practise making our own levers. We will consider how to make it stronger, stiffer and more stable.

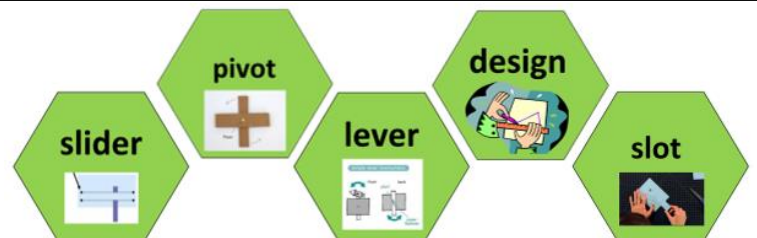


6. TWAL: to evaluate our final design.

We will evaluate our artwork and decide what we liked, what skills we have learned and what we will improve next time.



Great artists can say what they like and what they would do better next time!



Words we will know