St Mary's C of E Primary School
'Be the BEST you can be'
Scheme of Work & Knowledge Organiser

Design & Technology – Moving Pictures



Knowledge Outcomes:

When designing and making, pupils should be taught to:

- Explore and evaluate a range of existing products
- Explore and use mechanisms (for example levers, sliders, wheels and axles) in their products
- Design purposeful, functional and appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups

Learning Journey:

- Can I explore and evaluate an existing product?
- Can I use a mechanism in my product?
- Can I make a lever and use it in my product?
- Can I make a wheel mechanism and use it in my product?
- Can I design a working product thinking about who it is for and what it needs?
- Can I make decisions about my product design and use an annotated sketch to show them?
- Can I use mechanisms to make a product?
- Can I evaluate my product against design criteria?

Oracy

Lesson 1: Exploratory talk in pairs, sharing opinions and making comparisons.

Lesson 6: Evaluative discussion

Wider Curriculum:
The children will create a book and together share their pages with younger children in the school. They will present and read the story to children in Classes 1 and Little Oaks.

Key Vocabulary	
Spelling	**Definition / Sentence**
mechanism	Components acting together to make an action take place.
assemble	To fit or join together.
lever	A bar which turns around a point/pivot.
pivot	A point about which a lever turns.
slider	A mechanism used to slide an object to make it move.
split pin	A pin secured, which is secured, after passing through holes in the parts to be attached, by spreading the ends.
rotary	Turning or able to turn.
annotate	To add written notes to a design.