



Year 5/6 – DT KCV – Mechanisms

Key facts to learn:

- Knowing that an input is the motion used to start a mechanism
- Knowing that output is the motion that happens as a result of starting the input
- Knowing that mechanisms control movement
 - Describing mechanisms that can be used to change one kind of motion into another

Key skills to do:

- 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
- Evaluating the work of others and receiving feedback on own work
 - Suggesting points for improvement

Words to know and spell (Tier 2 Vocabulary)

Pop-up	Design	Control
Mechanisms	Books	Structures
motion	Movement	Storyboard



Words to understand and spell (Tier 3 Vocabulary)

input	A place where energy enters the system
output	A place where energy leaves the system
Sliders	A lever that is moved horizontally or vertically to control a variable
Pivots	The central point, pin, shaft on which a mechanism turns
Folds	Bend over on itself so that one part of it covers another
Layers	A sheet, quantity or thickness of material typically one of several covering a surface
Spacers	A device or piece used to create or maintain a desired amount of space (between two parts)

Concept check questions. Test yourself:

What is an input? What is an output? What is the difference between them? What do mechanisms do? What type of mechanisms is used to change one kind of motion into another? Which structures and mechanisms are best for a pop-up book? Could you make any other types of pop-up books? If so what would you keep the same/different next time?