

Design – Year 2 – spring 2 – Moving Pictures

Vocabulary	Meaning
annotated sketch	To add a short explanation to a drawing.
assemble	To make something by joining separate parts together.
design criteria	A drawing or set of drawings showing how a product is to be made and how it will work and look.
disc	A circular flat object.
evaluate	To assess or calculate the quality of something.
fixed	Already decided and not able to be changed.
lever	A bar or handle that moves around a fixed point, so that one end of it can be pushed or pulled.
mechanism	A part of a machine, or a set of parts that work together.
pilot	A pilot plan is used to test how good something is before introducing it.
product	Something that is manufactured to be sold.
reassemble	To make something by joining separate parts together after taking it apart.
slider	A part on a machine that is used to control something.
split pin	A thin metal rod divided into two parts that open out in order to fasten parts of a machine.

Skills
Name main features in a moving picture.
Identify a lever and slider.
Identify different ways of creating moving pictures.
Discuss their design.
Evaluate a finished product.

Books
  
  

Knowledge
<p>function mechanism design equipment</p> <p>template join draw cut practical</p> <p>develop tool shape mock-up</p> <p>material computer finish</p> <p>textile build cooking ingredient</p> <p>evaluate make recipe construct</p> <p>model structure product</p>

What I should be able to do and know now.

Knowledge

Know what a traditional tale is

Know what they are making.

Know why we have fire engines.

Why we label a picture.

What a pop-up book is.

Understand simple characteristics of materials.

Skills

Know how to label a picture.

How to cut with scissors.

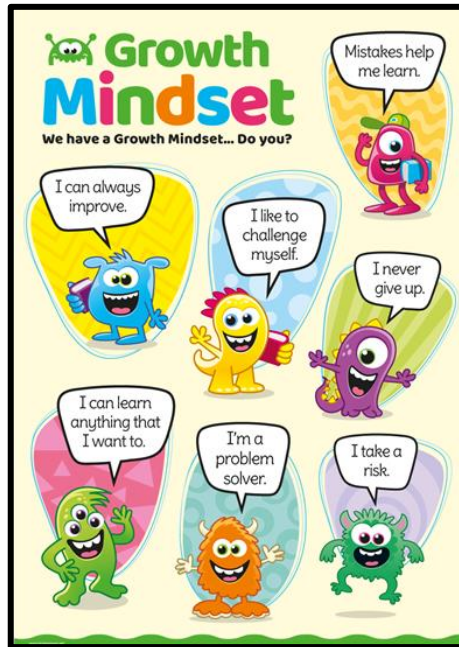
How to draw a picture with pens / pencils.

Explain how their product will work.

Explain their choices.

Use knowledge of existing products to help come up with ideas

Growth Mindset Strategies



What I will be learning

1. What the main features are on pop-up book.
2. The role of a designer.
3. What a lever is used for.
4. What a mechanism is used for.
5. Different ways to combine materials.
6. How to follow a design to create a model.
7. How to evaluate a finished product.

What I will know and be able to do at the end of the topic.

Name the main features in a traditional tale.

Describe the functions of various parts of a fire engine.

Know what a slider is and what it is used for.

Know what a lever is and what it is used for.

Identify different ways of combining materials.

Explore ways of making different parts of a picture move.

Design a moving picture with levers, sliders and / or pop ups.

Follow a design to create a moving picture.

Evaluate their finished product and identify what could be improved.