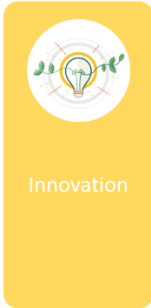




Enriching lives every day; enabling our school community to learn, achieve and flourish through living 'life in all its fullness'



Subject: DT
Year group: 1
Term: Autumn
Unit name: Mechanisms- sliders and levers

- National curriculum:**
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
 - Make- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

- Prior Knowledge –**
- Early experiences of working with paper and card to make simple flaps and hinges.
 - Experience of simple cutting, shaping and joining skills using scissors, glue, paper fasteners and masking tape.

Key vocabulary

Slider	straight
Lever	curve
Pivot	forwards
Slot	backwards
bridge/guide	design
card	make
masking tape	evaluate
paper fastener	user
join	purpose
pull	ideas
push	design criteria
up	product
down	function

Spiritual Development

2PE 1:12 Therefore, I will always be ready to remind you of these things, even though you already know them, and have been established in the truth which is present with you.

Design Process

Investigative and Evaluative Activities (IEAs)
Focused Tasks (FTs)
Design, Make and Evaluate Assignment (DMEA)

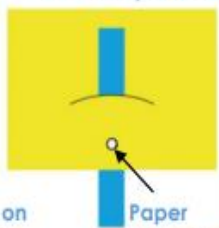
Teaching aids

KS1 – Simple slider



Guide/bridge on back of picture

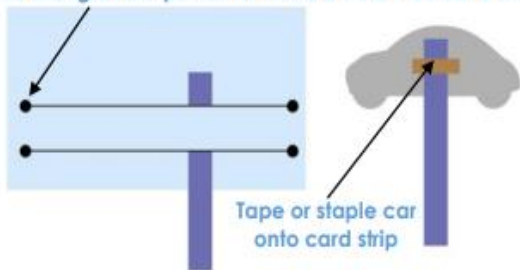
KS1 – Simple lever



Paper fastener pivot

Sliders move from side to side and up and down

Use a single hole punch to make a hole then cut a slot



Tape or staple car onto card strip



Slicky fixers on back of card



A card strip could be used instead of cutting slots to allow movement



Masking tape



Rabbit moves up and down



Lever can be used with or without a slot



Paper fastener

A card strip is used as a lever. The fish and boat are glued to the lever which is used as a handle.

Key Learning- what will the children know by the end of the unit?

- Children explore and evaluate a collection of books and everyday products that have moving parts, including those with levers and sliders.
- Through practical exploration, understand new vocabulary e.g. lever, pivot, slider, left, right, push, pull, up, down, forwards, backwards, in, out.
- Observe and replicate correct use of tools and materials, e.g., scissors, hole punch.
- Generate simple design criteria with the children e.g. the mechanism should work smoothly, it should make the right type of movement.