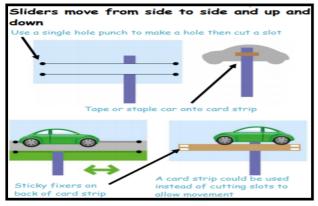
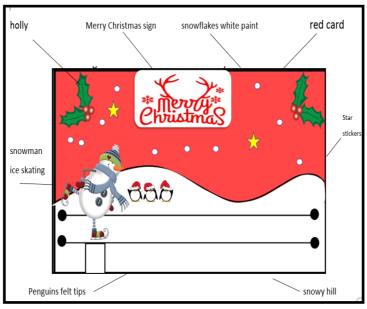


Upperby Primary School - Design and Technology Knowledge Organiser YEAR 2 - Mechanisms







What will I know at the end of the unit?

- To understand what a mechanism is and how a slider is used.
- To design a Christmas card, with a slider that can move forwards and backwards in a straight line.
- To use equipment and measuring appropriately to make accurate slots and holes for their slider.
- To evaluate the product and say what could be improved next time.

Vocabulary	
Slider	A rigid bar which moves backwards and forwards along a straight line .
Slot	The hole where a slider is placed to enable part of a picture to move.
Mechanism	A device used to create movement in a product.
Guide/Bridge	A short card strip used to keep sliders in place and control movement.
Design	A plan or drawing to show what a product will look like.
Evaluate	To judge and discuss the outcome and how something
Adapting	Changing your ideas and equipment along the way.
Equipment	The items and objects you need to help you In making your