

DT Skills:

- Designing a popup card which uses a mixture of structures and mechanisms
- Naming each mechanism, input and output accurately
- 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
- Testing the success of a product against the original design criteria and justifying opinions

What should I already know?

- Measuring, marking, cutting and assembling with increasing accuracy
- Making a model based on a chosen design
- Learning that products change and evolve over time
- Learning that mechanisms are a collection of moving parts that work together in a machine

Technical Knowledge:

- 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

Teaching Sequence

1. To design a pop-up card.
2. To follow my design brief to make my pop-up card
3. To evaluate my pop-up card.

Key Knowledge

Pop-Up



Sliders, Pivots and Folds

