

DT: Making a Moving Monster

Key Vocabulary

- Design criteria
- Evaluation
- Input
- Linkage
- Mechanical
- Mechanism
- Output
- Pivot
- Survey



Useful Websites

<https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-2/mechanisms-making-a-moving-monster/>

Overview

After learning the terms; pivot, lever and linkage, children set to designing a monster that will move using a linkage mechanism. After practising making linkages of different types and varying the materials they use, children can also bring their monsters to life with the gift of movement.

Key Points of Learning

- Making linkages using card for levers and split pins for pivots
- Experimenting with linkages adjusting the widths, lengths and thicknesses of card used
- Cutting and assembling components neatly
- To know that mechanisms are a collection of moving parts that work together as a machine to produce movement
- To know that there is always an input and output in a mechanism
- To know that an input is the energy that is used to start something working
- To know that an output is the movement that happens as a result of the input
- To know that a lever is something that turns on a pivot
- To know that a linkage mechanism is made up of a series of levers
- To know some real-life objects that contain mechanisms

