# Kingfishers

# D&T

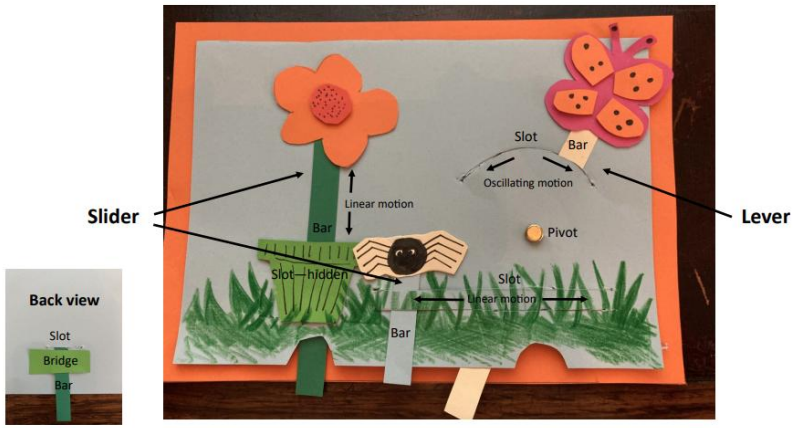
# Autumn 2

# Mechanisms

# Moving Pictures

| Key Vocabulary | Definition |
|---|---|
| appearance | What is the object going to look like? |
| bar | A straight, rigid object. |
| bridge | A structure that passes over a gap. |
| design | To make a plan for making something. |
| force/effort | The strength or power exerted on an object to try and move it. |
| function | What is the object for? |
| lever | A rigid bar that pivots around one point and is used to move an object using a force. |
| linear motion | Motion in a straight line. |
| load | The quantity that can be carried at one time. |
| materials | The things you will need to make something. |
| mechanism | An assembly of moving parts performing a complete function. |
| mock up | An example, usually made from cheaper materials that the finished version. |
| motion | The action of moving from one place to another. |
| oscillating motion | A curved, back and forth motion. |
| pivot or fulcrum | The support or rest point on which a lever turns in moving something. |
| properties | Things we can see, feel or measure when we study, or look closely at a material. |
| shaduf | A device used in Egypt and other Eastern countries for raising water, especially for irrigation, consisting of a long suspended rod with a bucket at one end and a weight at the other. |
| slider | Something that slides. |
| slot | Slot, a cut out through which a slider can move. |
| split pin | a metal pin made by bending double a wire, so that it can be passed through a hole in a nut, shaft, etc, to secure another part by bending back the ends of the wire. |
| user | Who is going to use the object? |

## Labelled Diagram




Designers use labelled diagrams to plan how their moving picture will look and move.

## Making a slider that moves up and down



1. Cut a slot and insert a short bar that moves up and down
2. Attach an object at the top of the bar
3. Stick on an object that covers up the slot.

## Evaluating our product

Once children have designed and made their moving picture, they will be asked to evaluate it answering questions such as:

What makes a successful moving picture?

- Moves smoothly
- Works as intended
- Is neat and attractive?
- Is suitable for the user?