Knowledge Organiser – Year 1 – Autumn 2 Topic: Design and Technology

Moving Mechanisms

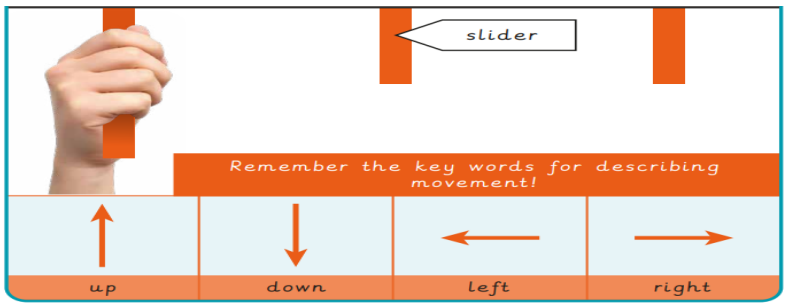
What should I already know?

- How to join different materials together using resources such as glue, sellotape and split pins.
- How to mark make to cut along straight and curved lines.

Key Vocabulary

Mechanism	Allow for a moving feature on the design.
Assemble	To fix all parts together.
Design	To make, draw or write plans for a product.
Design criteria	A set of instructions for the project.
Evaluation	Looking at the positives and negatives about a product and thinking about how to improve.
Model	A copy of a real object to show how it works or what it looks like
Lever/slider	Something that can move an object side to side or up and down
Target audience	A person or particular group of people whom a product is aimed at
Test	To find out whether something works as it should

Useful Diagrams



How does a lever work?

A lever has three important parts:

1. Load - The load is the thing to be moved. It could be a big rock, a bucket of toys, or even a friend sitting on a seesaw.

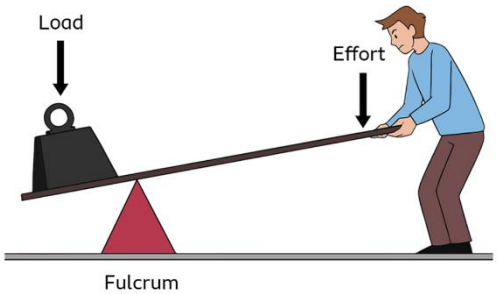
2. Fulcrum - This is the spot where the lever sits. It allows the lever to move up and down, side to side, in a curve or round and round.

3. Effort - This is the power we use to make the lever work. When we push or pull to move things we use our muscles to make the lever do its job.

How do slider mechanisms work?

A slider mechanism is made up of a strong bar or rod supported by a guide.

The guide allows motion (movement) along a straight line.



Key Skills I will learn

- Join appropriately for different materials and situations e.g. glue, tape.
- Mark out materials to be cut.
- Fold and cut paper and card.
- Cut along lines, straight and curved.
- Use a hole punch.
- Insert paper fasteners for card.
- Experiment with levers and sliders to find different ways of making things move in a 2D plane.

