

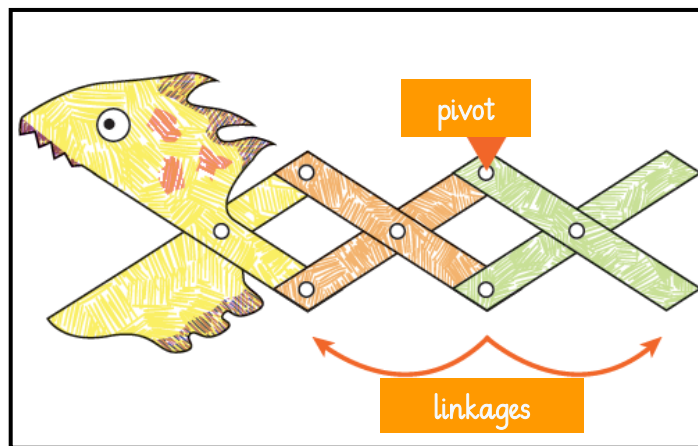
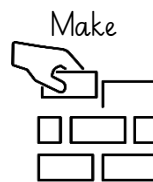
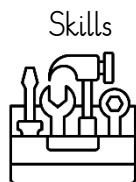
Year: 2
 Term: Summer 1
 Topic: Mechanisms—Making a moving alien



Where does this learning link to aspirations for the future?

Robert Hinchcliffe was the first person to mass produce scissors as we know them now. Maybe you could be the first person to make something too!

In DT we follow this five step process.



Four types of motion



Linear motion
 Movement in a straight line in any one direction.



Reciprocating motion
 Movement in a straight line, back and forth, in any one direction.



Rotary motion
 Movement in a circular motion.



Oscillating motion
 Movement in a curve, back and forth.

Glossary

- design criteria** A set of rules to help designers focus their ideas and test the success of them.
- evaluation** When you look at the good and bad points about something, then think about how you could improve it.
- input** The energy that is used to start something working.
- linkage** Lengths of material (for example, metal or card) that are joined together by pivots, so that the links can move as part of a mechanism.
- mechanical** Something that can move because several pieces work together like a machine.
- mechanism** A collection of parts that work together to create movements, e.g. a bicycle.
- output** Output is the motion that happens as a result of starting the input.
- pivot** The central point, pin or shaft on which a mechanism turns or swings.
- survey** To ask a group of people questions about something and to use their answers to make improvements.