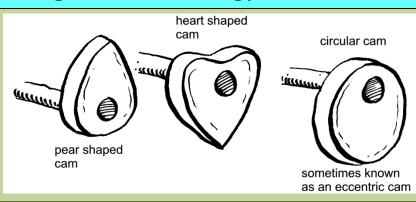
# Design and Technology

## FLE Y5/6

### How can we make model animals move?

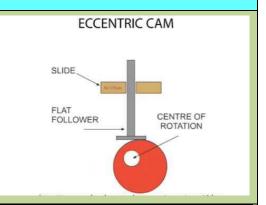


What I have learnt before:

Learnt how to strengthen constructions

Used a range of joining methods

Used a range of materials



### Forever facts

I know how cams produce different movements

I know how to cut, shape and join

I know when to use different materials and tools

#### Skills

I can measure, mark out and cut accurately

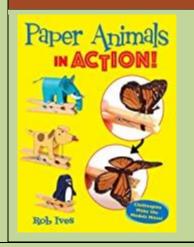
I can draw on different sources of information for the design

I can carefully finish a product

I can work safely

I can use a wide range of tools

# **Exciting Books**



Our Endpoint

I can make an automata animal

## **Subject Specific Vocabulary**

cam	a rotating disk shaped to convert rotary into linear motion	
mechanism	a system of parts working together in a machine	
guide	a structure that directs the motion of something	
follower	the component which follows the movement of the cam	
component	a part of a machine	
design criteria	the precise goals that a project must achieve in order to be successful	
functional	having a purpose or task	
aesthetic	the appearance of something	

### Personal Development

Social – children will share and work collaboratively Spiritual – awe and wonder in the movement of creatures in the natural world