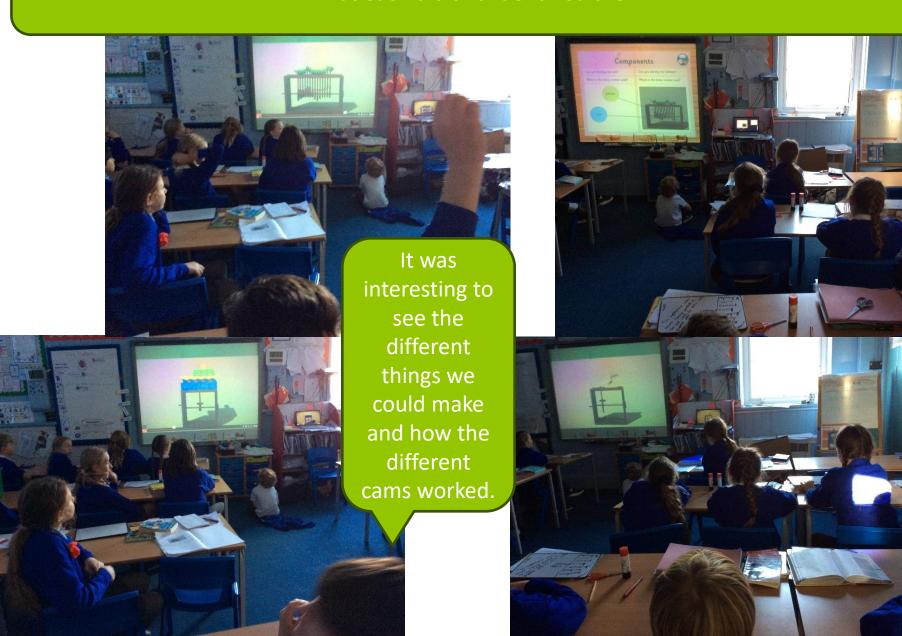
DTAutomata Animals

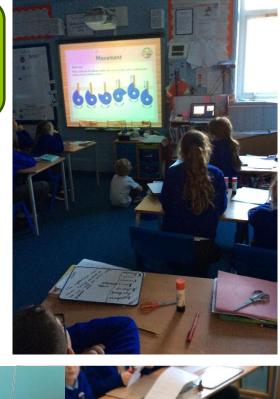
We began by looking at mechanisms and learning what a cam and follower is. We discussed what each did and identified them.



We looked more closely at cams – particularly how the shape of them changes the linear movement. We then made our own model to try them out and see it for ourselves.

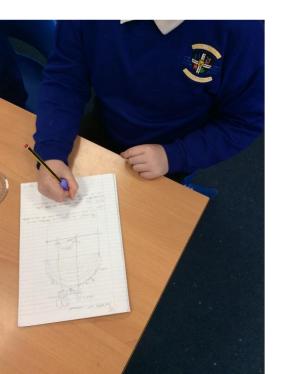


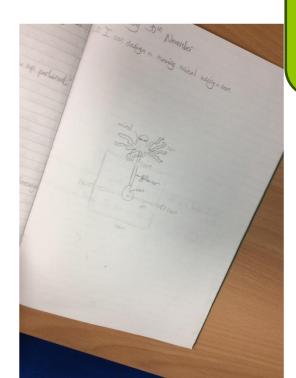
The snail went up slowly and then came down really fast.



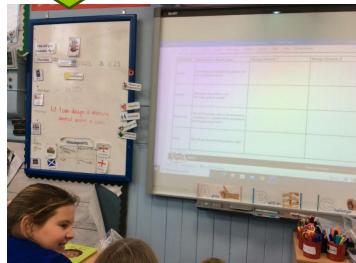


We developed a design specification together. Then we used what we had learnt about the different movements with cams to plan our own idea for a moving animal. We then chose one to make as a group.









We made the wooden frame for our model and added the plastic that will act as a guide.



We had to keep the wooden frame 20cm or under. We had to be careful with the hot glue gun and the saws.



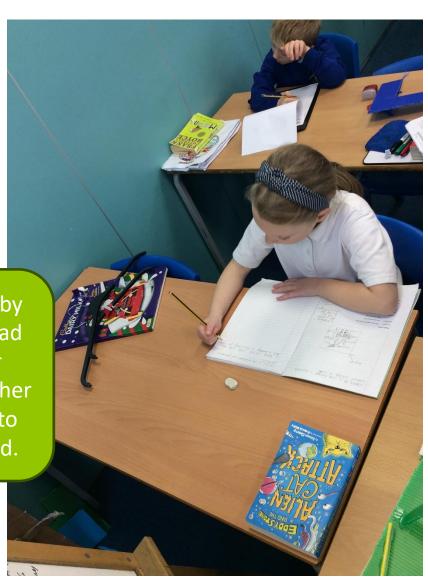




Finally we evaluated our finished product against our design specification.



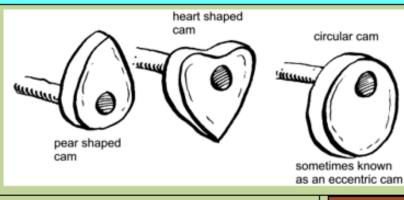
Our design spun by accident so we had to add another monkey on the other side of the pole to make it look good.



Design and Technology

FLE Y5/6

How can we make model animals move?

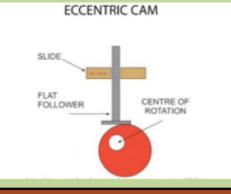


What I have learnt before: Learnt how to strengthen constructions Used a range of joining methods Used a range of materials

cam

component

functional



a rotating disk shaped to convert

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

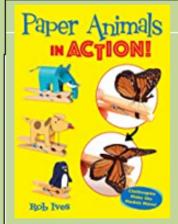
I can draw on different sources of information for the design

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

rotary into linear motion a system of parts working mechanism together in a machine a structure that directs the quide motion of something

follower the component which follows the movement of the cam a part of a machine

the precise goals that a project design criteria must achieve in order to be successful

the appearance of something aesthetic

Personal Development

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

having a purpose or task