

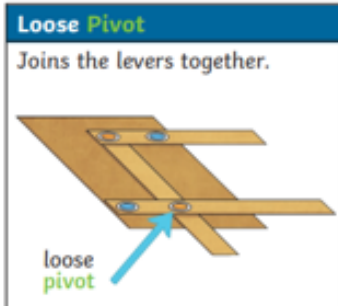
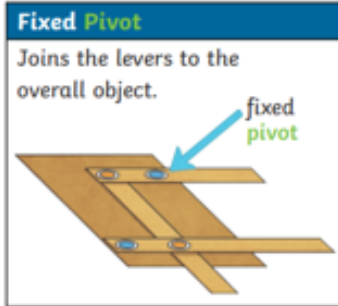
# DT Knowledge organiser - Mechanisms Sliders and Levers

## Key Vocabulary

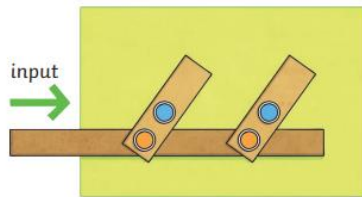
<b>mechanism</b>	mechanism/ mechanical systems Something that uses related components which act together to create a movement
<b>Motion</b>	Movement from one place to another.
<b>Pivot</b>	To turn on a central point.
<b>Rotary motion</b>	Turning round in a circle, e.g. a wheel
<b>Linear motion</b>	Moving in a straight line, e.g. paper trimmer
<b>Reciprocating motion</b>	Moving forwards and backwards in a straight line. e.g. cutting with a saw.
<b>Oscillating motion</b>	Swinging from side to side in an arc, e.g. a pendulum in a clock.

## Skills

- Generate ideas based on simple design criteria and their own experiences, explaining what they could make.
- Develop, model and communicate their ideas through drawings and mock-ups with card and paper.
- Plan by suggesting what to do next
- Select and use tools, explaining their choices, to cut, shape and join paper and card Use simple finishing techniques suitable for the product they are creating.
- Explore a range of existing books and everyday products that use simple sliders and levers
- Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.
- Understand that different mechanisms produce different types of movement
- Know and use technical vocabulary relevant to the project.



**Input** - The movement of the main lever by the user.



**Output** - The movement that is made by the smaller levers.

