



Coleman Primary School

**Key Knowledge Organiser: Year 5- Summer 2**

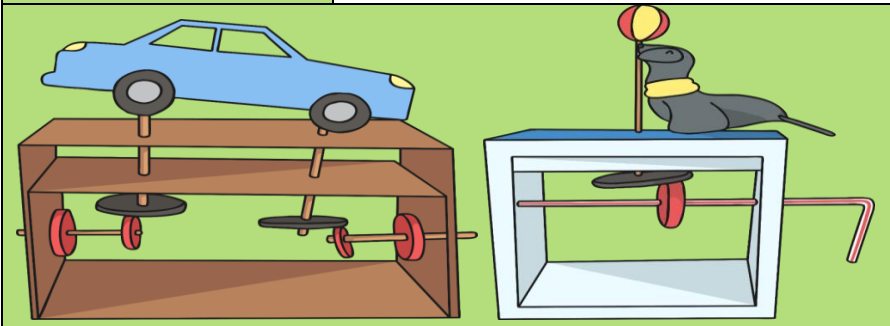
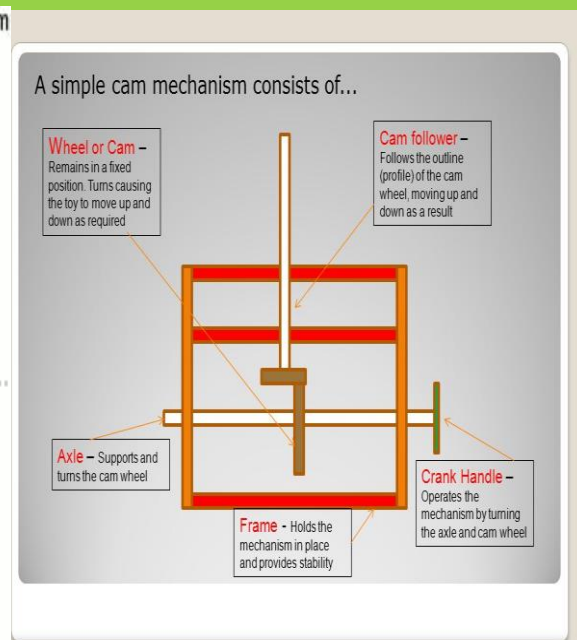
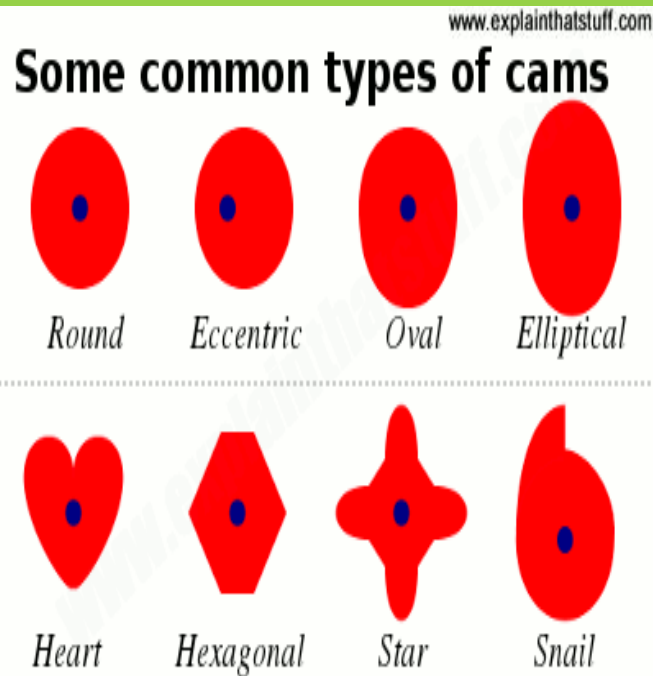
Design technology- Moving Toys

In this unit, children develop an understanding of simple moving toys, through the designing, making of and evaluating a moving toy.

**Key Vocabulary**

<b>Frame structure</b>	The frame holding the cam mechanism in place.
<b>Axle</b>	A bar on which a cam revolves.
<b>Cam mechanism</b>	A mechanism made up of three components: a cam, slider and follower, which causes components to move.
<b>Cam</b>	Can be made out of metal, plastic or wood and create a cam mechanism. There are different types of cams, which create different movements.
<b>Follower</b>	The part of a machine in sliding or rolling contact with a rotating cam and given motion by it.
<b>Slider</b>	A knob or lever that is moved horizontally or vertically to control a variable.
<b>Handle</b>	The part by which a thing is held, carried or controlled.
<b>Linear movement</b>	Moving in a straight line, up or down.
<b>Rotary movement</b>	Turning in a circle, like a wheel turning.

**Images:**



DT skills learned prior to this unit:

- Building on earlier work designing purposeful, functioning, appealing products for themselves and others.
- To explore and use mechanisms (here techniques/apparatus) in their products.
- To explore their ideas and products against design criteria.

DT skills learned in this unit:

- To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- To understand how key events and individuals in DT have helped shape the world.
- To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

