



Design Question

Can you design and make a moving toy that depicts a character from a story?

Key Knowledge

To know how to design

- Develop more than one design or adaptation of an initial design.
- Plan a sequence of actions to make a product. Think ahead about the order of their work and decide upon tools and materials.
- Propose realistic suggestions as to how they can achieve their design ideas and how the different CAMs mechanisms change the movement of the toy.

To know how to make

- Use researched information to develop ideas.
- Select from a range of tools for cutting, shaping, joining and finishing.
- Use tools with accuracy
- Select from materials according to their functional properties.
- Use appropriate finishing techniques to make their toy look desirable.

To know how to evaluate

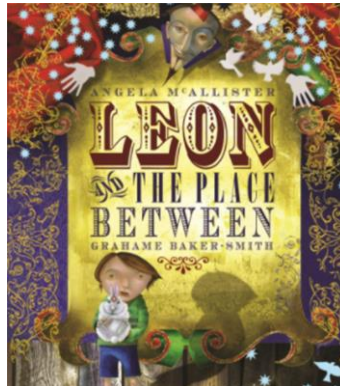
- Investigate similar products to the one to be made to give starting points for a design.
- Research needs of user.
- Decide which design idea to develop.
- Consider and explain how the finished product could be improved.
- Discuss how well the finished product meets the user's design criteria.
- Investigate key events and individuals in design and technology.

Pioneers

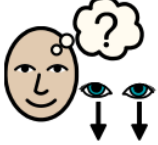
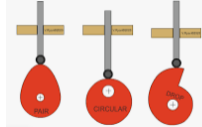
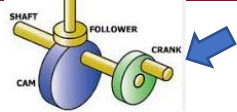
Leonardo DaVinci



Text



Vocabulary

design criteria	The goals the product must achieve.	
investigate	To discuss or examine objects.	
cam	A rotating part in a machine designed to make contact with another part.	
shaft	A cylindrical rotating rod.	
crank	Part of a shaft with a right angle.	
bearing	A rotating part of a machine that produces as little friction as possible.	
design	The way something is made.	
evaluate	To judge the success or failure of something.	