

DT—Year 1—Pop-up Books

Design Brief

To design and make a book that has a moving mechanism (a slider or lever) for children to read.



FS Design Skills

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively sharing ideas, resources and skills.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.

Year 1 Design Skills

- Explain what they are making and which materials they are using.
- Design products that have a clear purpose.
- Use pictures and words to convey what they want to make.
- Make products, using a range of tools to cut, shape, join and finish.
- Say what they like and don't like about their product.
- Talk about how closely their finished product meets their design criteria.
- Begin to use software to represent 2D designs.
- Explore objects and designs to identify likes and dislikes.
- Explore how products have been created.

Mechanical Systems Skills

- Explore and include slider and lever mechanisms in their product.
- Understand about the movement of simple mechanisms (levers, sliders).
- Explore how to make structures stronger.
- Test different methods of enabling structures to remain stable.

Vocabulary

pop up book product
Ramon Llul research
slider
lever
moving
movement
mechanism

Design Process

Research

Look at a product to see how it has been made.

Skills

Practise and learn new skills to make the final product.

Design

Design the product using knowledge from research and skills learned.

Make

Make the final product using skills learned.

Evaluate

Evaluate the final product.