

Design Brief: Design make and evaluate a Spring/Easter card to send to a friend/relative

- Generate ideas based on simple design criteria and own experiences, explaining what could be made.
- Develop, model and communicate ideas through drawings and mock-ups with card and paper.

End Point Knowledge and Skills – MAKE

- Plan by suggesting what to do next.
- Select and use tools, explaining choices, to cut, shape and join paper and card.
- Use simple finishing techniques suitable for the product.

End Point Knowledge and Skills – EVALUATE

- Explore a range of existing books and everyday products that use simple sliders and levers.
- Evaluate my product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.

Technical Knowledge and Understanding

- Explore and use sliders and levers.
- Understand that different mechanisms produce different types of movement.
- Know and use technical vocabulary relevant to the project.

Key Vocabulary

slider, lever, pivot, slot, bridge/guide card, masking tape, paper fastener, join pull, push, up, down, straight, curve, forwards, backwards design, make, evaluate, user, purpose, ideas, design criteria, product, function

Simple mechanisms move...

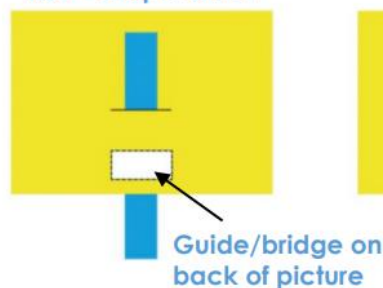
 in a straight line

 in a straight line, backwards and forwards

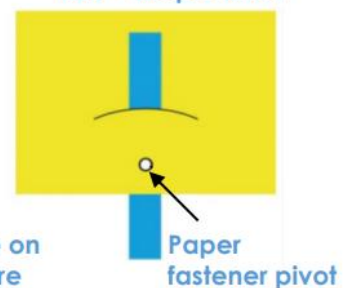
 round and round

 in a curve

KS1 – Simple slider



KS1 – Simple lever



Sliders move from side to side and up and down

Levers can be used with or without a slot



A card strip is used as a lever. The fish and boat are glued to the lever which is used as a handle.