

# 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.



## Vocabulary

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

## FS Design Skills

- To construct with a purpose in mind, using a variety of resources.
- To manipulate materials to achieve a planned effect.
- To understand that different media can be combined to create new effects.
- To select appropriate resources and adapt work where necessary.
- To handle tools and equipment effectively.
- To use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology.
- To develop their own ideas through selecting and using materials and working on processes that interest them.
- To talk about the ideas and processes which have led them to their designs or products.
- To talk about features of their own and others work, recognising the differences between them and the strengths of others.

## 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.
- To show an interest in technological toys with knobs, pulleys, or real objects.
- To show skill in making toys work by pressing parts or lifting flaps to achieve effects, such as sound, movement or new images.

## 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.