Year 1 Mechanisms - Sliders and levers

Design and make a moving picture for a teacher to use when telling a story.

Unit outline:

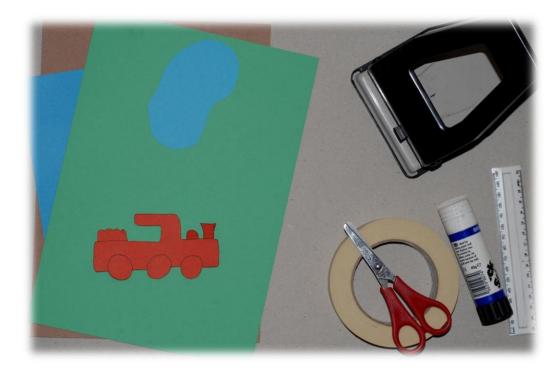
Most children will:

have used tools safely to make a moving picture that incorporates a simple lever or slider; have used given techniques to practise their making skills and as a starting point for developing their own ideas; have been able to talk about how simple moving products work

Some children will not have made so much progress and will:

have made a moving picture with help – either in developing their ideas or in using tools to make it; have a limited understanding of how simple moving products work **Some children will have progressed further and will:**

have developed their own ideas from the initial starting points and will have used tools relatively accurately to make their moving picture(s); have made simple judgements about their work eg 'The lever is a bit floppy but I could stiffen it with a lolly stick', 'I am pleased with the way the boat moves but sometimes it gets stuck'; have been able to explain how the lever or slider works and will have recorded through drawing and labelling



	WALT:	WILF:	Resources	
	Investigate how simple levers and sliding mechanisms can be used to create movement	All will: identify simple levers and sliders in moving books/products and explain how they work Most will: make drawings of simple products to show how they work Some will: use appropriate vocabulary to describe mechanisms	PowerPointWorksheetTeaching board	 Example books with sliders Example mechanisms Balance scales
	Teaching Points		Independent Learning Tasks	
S	Starter Slide 3. Discuss with the children if they know what sliders and levers are. Main sequence			
- Kesearcning silders	Slide 4. Have a book and ask where the sliders are. Use an example book to show ∇ What does the moving part do? ∇ How does it work? ∇ What effect does it have? Surprise?			
Jession I - Resear	Slide 5. Then introduce the term lever and pivot to the children and show what they are on the teaching board. Again model the movement and how the mechanism works. Explain to the children that a lever has a pivot point. This can be shown with card strips and a paper fastener. Compare the movement of a lever to a slider. A slider moves backwards and forwards in a straight line. This can be shown by a strip of card that can move backwards and forwards through slots in another piece of card. Children could cut out their own pictures to attach to the card strips to create simple moving pictures.			
Se	Use a simple moving picture book to talk about how levers and sliders can be used to make movement and bring stories to life. Read through the story using the levers and the slider. Asking questions about the movement and the effect as in the starter.			
			Give children opportunity to use the different level they work	vers and slider mechanisms and explore how
	After children have had time to explore the different me final activity. Children must draw a picture of a mechanis should also add arrows to show which way the mechanis	sm labeling the parts and what each part is. They	Children to use the investigating sheet to make a investigated. Make sure that they are carefully la movement is.	
	Plenary Children explain to each other how the mechanism that	they investigated worked.	Children talk to partners about how their system	worked and what they thought about it

	WALT:	WILF:	Resources		
	To design a moving picture using sliders or levers	All will: Verbally discuss their design ideas Most will: be able to draw a simple drawing of their design Some will: be able to label their design with materials used	 Powerpoint Teaching board worksheet 		
	Teaching	Teaching Points		Independent Learning Tasks	
Session 3- Designing	Starter Slide 20. Show the children the different systems that are on the teaching board Go through how they work. Get the children to explain how they think it works. Bring in knowledge from the FPT Main sequence Children are going to make one each. Slide 21. Share the title Design and make a moving picture that can be used when telling a story. Discuss with the children the requirements for the moving picture V What story are going to choose what character might you want to choose V Who is the story for? V What might it be like? V How could you do this? V How are you going to get it to look good? Felt tip pens, colouring pencils Slide 22. As a class make a design criteria that the children are going to include in their design 1 will be use a slider or a lever, consider quality of finishing. Size etc. Discuss with the children which is the best place to start (making the lever or the slider) what tools might they need? Model designing using the design template. Including labelling and showing the direction of movement		Children discuss and share how the different slide Points to note You can give the children a wide range their favorite character from their favo Children talk to their partners about what character	of books and or characters. Or let them choose rite story.	
			Children complete the design grid labeling where modelled example.	possible. And following the structure of the	
	Plenary Children share their design ideas with others				

WALT:	WALT: WILF:		Resources	
To make a moving picture using sliders or leavers	Design criteria that was set last lesson.	 Teaching board Children's completed design sheets 	 Card for character slider background Strips of card, lever templates Split pins Finishing material Tape Dowel and straws Scissors 	
Teaching F	Points	Independent L	earning Tasks	
Main sequence Slide 15. Today is the building lesson children should hav first and the materials that they need. Before all children with to make sure they are on task as quick as possible. E to their design. They can pair up and help each other but Model the use of the resource stations so that the childre what they need to complete the part that they are worki	design and make a moving picture that can be used when telling a story. And the design criteria set children to look through their design to refresh their memory. Main sequence lide 15. Today is the building lesson children should have a good idea of what they need to start building rst and the materials that they need. Before all children start they need to tell you what they are starting with to make sure they are on task as quick as possible. Ensure that they use their plan to keep them close to their design. They can pair up and help each other but they need to make on each. Model the use of the resource stations so that the children know not to grab everything in one go. Only get what they need to complete the part that they are working on e.g making the slider they need a strip of ard, slider background. Once they have got the slider to fit then they can come back and get a bit of card or the character.		Points to note Set resource stations up so children can pick up the materials that they need. It is best to set this up where there is plenty of space. Include: card, split pins, lever templates and dowel and straws. Finishing materials can be spread out on tables with tape. Some children might need support hole punching and attaching the levers together. Support children in making their systems making sure that they are being safe with the equipment.	

	WALT:	WILF:	Resources	
	To evaluate a product based on the design criteria	All will: be able to discuss with a teacher about how well they achieved the design criteria Most will: be able to write a basic comment about their product met one of the design criteria Some will: be able to write a comment about their product for each design criteria	• Evaluation sheet	Completed moving pictures
	Teaching Points		Independent Learning Tasks	
	Chamberr			
3	Starter Allow children time to share their moving pictures with the other children in the class or even allow children to walk around the class looking at other people's moving pictures. Focus children to look at the movement and the finish quality and the other areas of the design spec Discuss with the children who's moving picture they like the look of and why. Aim for quality responses like the movement was interesting. Not just it looks good.		 Points to note Sheet will need to be filled in with the design spec chosen in the design lesson. May need to explain what evaluating is 	
Jession J - Evaluating	Main Sequence Slide 26. Reap the design criteria and what were the things we needed to achieve in the building of the moving pictures (on ppt or wherever you wrote them down). Show of hands who thinks they managed to achieve them. ∨ Were there any that were harder to achieve than others? ∨ What part of the construction did you find the hardest? ∨ What bits worked really well?			
	Slide 28. Model how to use the evaluation sheet on a product going through the design criteria and writing comment for each one.			
			Children evaluate their design following the teacher example	
	Plenary Slide 29. Talk about what improvements might we make next time. E.g was the card to floppy, did the slider not move enough.			
			Children to talk to their partner about what might they improve. Then share as part of a class discussion	