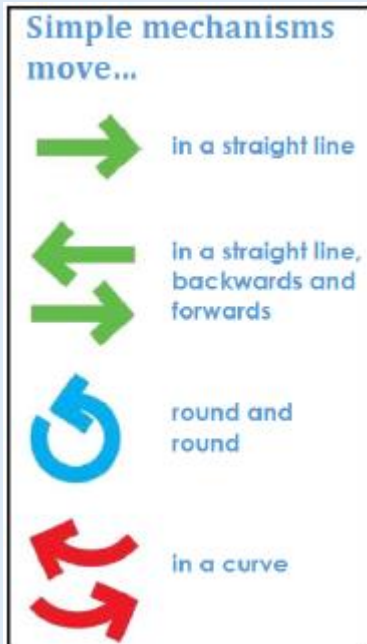


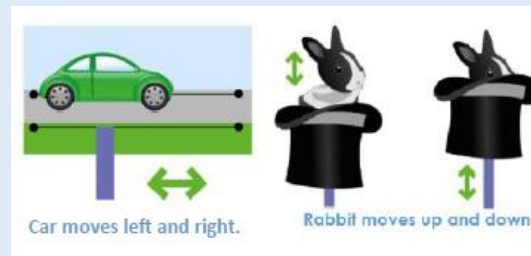
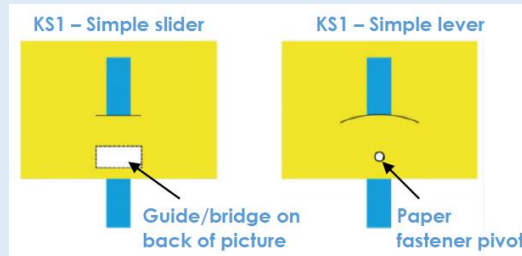
Year 2 Design and Technology Knowledge Organiser

Key Knowledge

A mechanism is a device used to create movement in a product and levers and sliders are examples of this.



Sliders help move things from side to side and up and down. Levers are slightly more complex. They use a fulcrum (a fixed point around which the lever can pivot) to make things move in arc (curve). Effective levers and sliders should move smoothly

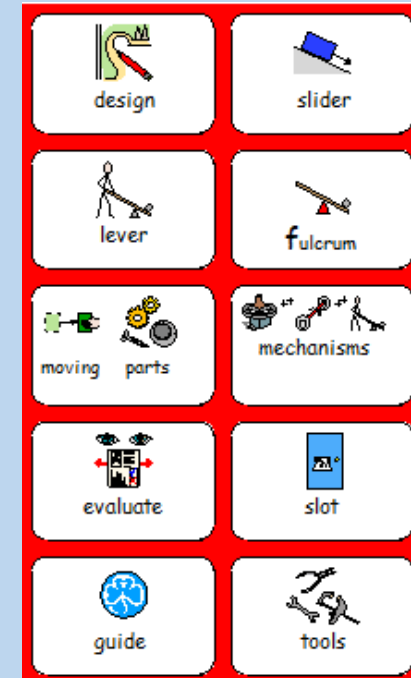


Children will consider where they will place the slot and how long it will be as this will change how far their sliders can slide. They will think about where to put their guide so their sliders only moves where they want it to.

Children will consider the position of the fulcrum. The further it is from the object, the more that the subject at the end of your lever can move.

Sliders and levers could be made of card, lollipop sticks or another thin, firm material.

Key Vocabulary



Key Skills

- Explore initial ideas using drawings and mock-ups.
- Use tools for different purposes: cutting, sticking, curling, bending, joining etc.
- Select and use a range of materials and components, such as paper, card, plastic and wood according to their characteristics.
- Build structures by selecting appropriate materials and investigating ways to strengthen them.
- Evaluate their ideas throughout the process and review their products against original criteria.

