Year 2 Knowledge Organiser — Moving Monster — Focus: Mechanisms

Key Vocabulary

Design criteria	A set of rules to help designers focus their ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Input	The energy that is used to start something working.
Linkage	Lengths of material (for example, metal or card) that are joined together by pivots, so that the links can move as part of a mechanism.
Mechanical	Something that can move because several pieces work together like a machine.
Mechanism	A collection of parts that work together to create a movement, eg: a bicycle.
Output	Output is the motion that happens as a result of starting the input.
Pivot	The central point, pin, or shaft on which a mechanism turns or swings.
Survey	To ask a group of people questions about something and to use their answers to make improvements.

Pivots, Levers and linkages

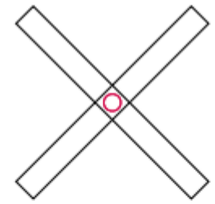
A mechanism is the parts of an object that move together.

The levers are red and the linkages are green.

Making Linkages

1. You will need to make two holes like this:

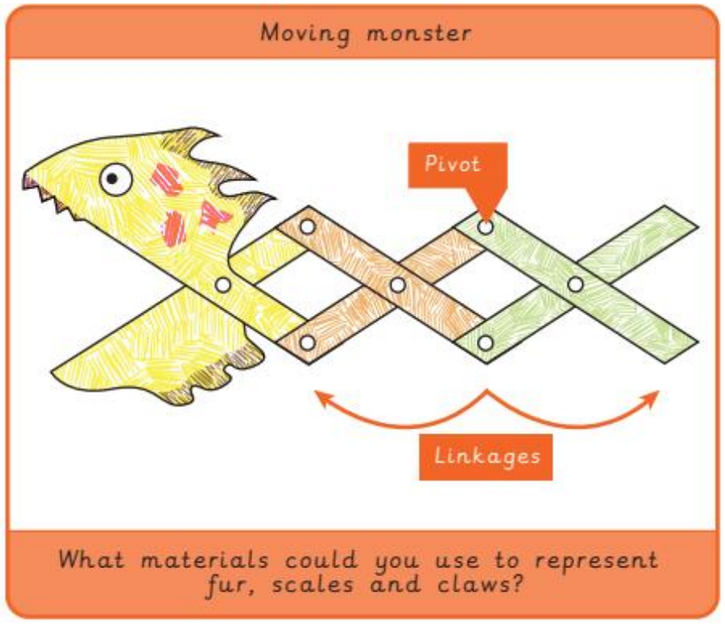
2. Then put the two pieces of card on top of one another and put a paper fastener through the holes to secure.



This linkage system works like a pair of scissors!

The head of the monster would be at the end of A and the jaw at the end of B.

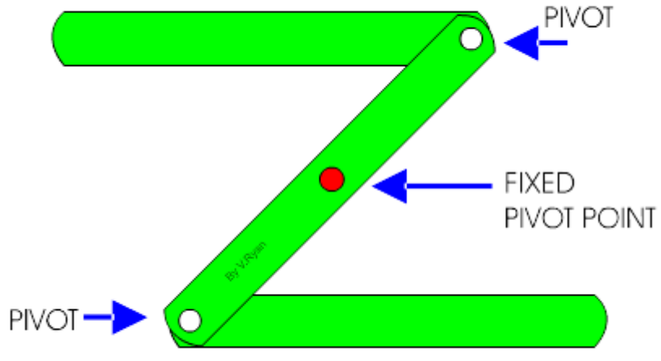
Designing



Making a monster

Design Brief:

Design and make a moving monster toy for children using levers and linkages



.

Evaulate

Does my monster match the design brief?

What I liked about my monster was:

_____

_____

If I were to make it again, one thing I would like to improve would be:

_____

_____