

Let's Recap



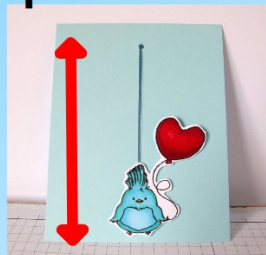
What is the difference between a lever and slider?

A **slider** mechanism can move an object by sliding it through a slot or gap. It can move in 2 ways.

**Left and right**

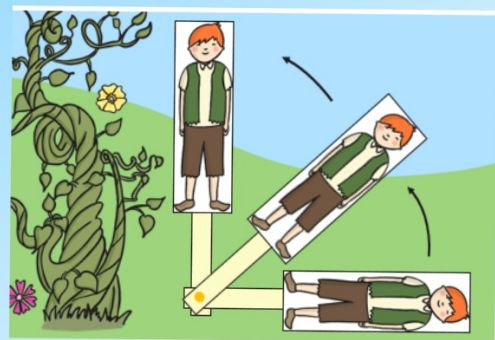


**Up and Down**



A **lever** mechanism is made up of a strong bar / beam attached to a **pivot point**. By putting force onto one end of the beam, the other end moves.

A lever mechanism creates a circular movement.



Introduce

(5 mins)

**WALT** - Explore and use mechanisms, (levers, sliders), and generate, develop, model and communicate ideas through talking, drawing, templates, mock-ups.

**Success Criteria:**

- Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping and finishing.
- Select from and use a wide range of materials and components, including construction materials, according to their characteristics.
- Explore and use mechanisms e.g. levers and sliders in your product.
- **Deepening: evaluate your ideas and product against the design criteria.**





**What sections of the TASC wheel did we complete last lesson?**



Before we begin making, let's remind ourselves of the design criteria...

Let's  
Recap

**Design Criteria:**

Your underwater world needs:

- Levers and sliders.
- To have appealing, underwater colours.
- made of soft, fabric material
- To be decorated in an appealing way for yourself.
- To include underwater features e.g. underwater animals, seaweed, coral etc.



**Does your design meet the design criteria?**

# Implement: Let's get making!



**Tools**



**scissor:**



**glue**



**felt tip pens**



**ruler**

**Materials**



**pipe cleaners**



**wool**



**cotton wool**



**pom poms**



**coloured card**



**felt**



# Review and Improve



Evaluate: How well did you do?  
What could you have done better?

Communicate:

Share your ideas with the class.

Ask 2 questions about your partner's design.

Thursday 24<sup>th</sup> March 2022

**WALT:** Evaluate our designs against a design brief  
**Context:** Underwater World  
**Success Criteria:**  
 I can recognize parts of my design that were successful.  
 I can recognize parts of my design that weren't successful.  
 I can evaluate my design against the design brief.  
**Deepening:** I can give and receive feedback.

**Design Criteria:**  
 Your underwater world needs:

- Levers and sliders.
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- Made of soft, fabric material.
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Communicate your design and product to a partner. Can they evaluate your product?