


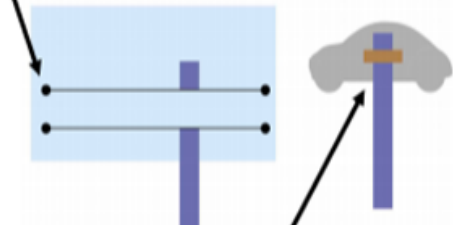








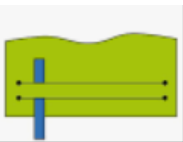
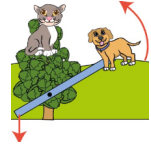







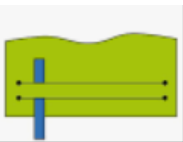
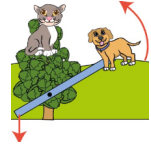







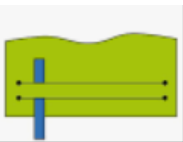
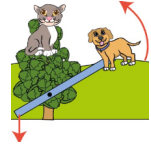










# KS1 DT Knowledge and Skills Organiser

## Famous Faces

Key Knowledge and Skills		Key Vocabulary																											
<p><b>Explore and Evaluate</b></p> <p>Look at existing products and how they are made.</p> <p><u>Products with moving pictures</u></p> <div></div> <p><b>Sliders</b></p> <p>Sliders move from side to side and up and down</p> <p>Use a single hole punch to make a hole then cut a slot</p> <div></div> <p>Masking tape</p> <p>Rabbit moves up and down</p>		<p><b>How simple mechanisms move:</b></p> <div><p>in a straight line.</p><p>in a straight line, backwards and forwards</p><p>round and round</p><p>in a curve</p></div> <p><b>Levers</b></p> <p>Levers can be used with or without a slot</p> <div></div> <p>Paper fastener</p> <p>A card strip is used as a lever. The fish and boat are glued to the lever which is used as a handle.</p> <p><b>Skills</b></p> <ul style="list-style-type: none"><li>• Evaluate existing products</li><li>• Select and use a range of tools and equipment</li><li>• Design purposeful products based on design criteria</li><li>• Select and use materials and components</li><li>• Evaluate a finished product against a design criteria</li></ul>		<table><tr><th>Word</th><th>Picture</th><th>Definition</th></tr><tr><td><b>mechanism</b></td><td></td><td>Something used to create movement in a product</td></tr><tr><td><b>guide or bridge</b></td><td></td><td>A short card strip used to keep sliders in place and control movement,</td></tr><tr><td><b>pivot</b></td><td></td><td>A point on which something turns.</td></tr><tr><td><b>design</b></td><td></td><td>A plan of what you are going to do,</td></tr><tr><td><b>design criteria</b></td><td></td><td>The goals that must be achieved to make a successful product.</td></tr><tr><td><b>purpose</b></td><td></td><td>The reason why we are doing or making something.</td></tr><tr><td><b>evaluate</b></td><td><div></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></td><td>Thinking if you've done something the best way, and looking at what could be improved.</td></tr></table>		Word	Picture	Definition	<b>mechanism</b>		Something used to create movement in a product	<b>guide or bridge</b>		A short card strip used to keep sliders in place and control movement,	<b>pivot</b>		A point on which something turns.	<b>design</b>		A plan of what you are going to do,	<b>design criteria</b>		The goals that must be achieved to make a successful product.	<b>purpose</b>		The reason why we are doing or making something.	<b>evaluate</b>	<div></div> <div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div>	Thinking if you've done something the best way, and looking at what could be improved.
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<p><b>Mathematician/Scientist</b></p> <p>Archimedes was a famous Greek Scientist and Mathematician (282 BC-212 BC). He was an inventor and came up with many ideas and explanations about how things work, including how pulleys and levers work.</p>		