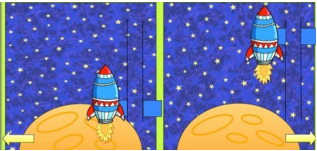


**Real life examples**

• Mechanisms are the parts that make something work. Most objects are made up of different mechanisms. Some examples are:

**Sliders:** help to move things from side to side and up and down.



Children's books can have sliders

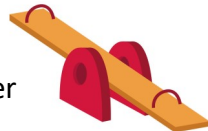


A draw is a slider on a small track

**Levers:** have a fixed point in the middle (a pivot) which makes things move in a curve or arc.



Scissors have two levers fixed together. You squeeze the lever to cut.



A seesaw is a board supported by a pivot in the middle. As one goes up the other comes down.

**Steps to Success**

• **Designing:**

A good slider and lever should move smoothly

**Sliders-** where will you place the slot? .

**Levers-** Where will you put the pivot?

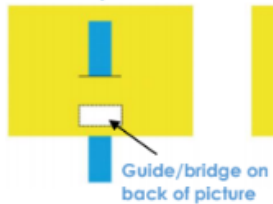
• **Making:** What materials will you use to make your mechanism?

**Sliders-** Attach a piece of card to the back of your product to make a slot for your slider to go into

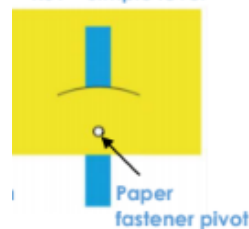
**Levers-** To create the pivot, place the card over a piece of blue tac and press a pencil through. Use a split pin to attach your lever to the card.

• **Evaluating:** How does your mechanism work? Does it do it's job? What could you change to make it better?

KS1 - Simple slider

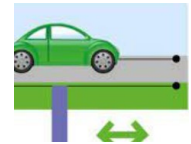
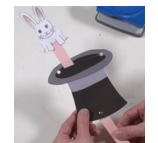


KS1 - Simple lever



**Vocabulary:**

curve	a line that bends smoothly in one direction without any straight parts
guide	a short card strip used to keep sliders in place and control movement.
lever	a rigid bar which moves around a pivot.
mechanism	a device used to create movement in a product.
slider	a rigid bar which moves backwards and forwards along a straight line.
slot	the hole through which a lever or slider is placed to enable part of a picture to move.



**Golden Threads**

User	who the product is for
Purpose	the job your product is supposed to do
Design Decisions	making choices about your design