



Spring 1

Lostwithiel Primary School

Year Two  
OakTree Class

Moving Pictures

DT Knowledge Organiser

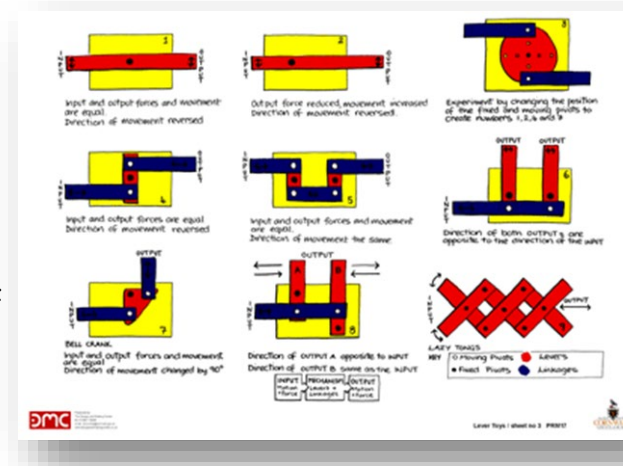
**Prior Learning:**

In EYFS children will have explored working with paper and card, making simple flaps and hinges.

In Year 1 children will explored pivots and the effect that pushing and pulling has on these pivot points. They are beginning to be more accurate in drawing lines and cutting.

**Key DT knowledge and skills:**

- Know that levers and sliders can make things move.
- Know that sliders move things from left to right or up and down.
- Know that levers can move things in an arc depending on the position of the fulcrum.
- Know that to ensure a smooth movement, a lever or slider will need a guide.
- Know that wheels can allow materials to move in and out.
- Know that split pins can join two pieces of material together and allow it to move.
- Know that to make a hole in a material safely you can use a hole punch or place a piece of blu-tac under the material and push a pencil through it.
- Know that accurate measuring and cutting will lead to a quality product.
- Draw and talk about a design for a moving picture.
- Evaluate the success of the product according to the design criteria.



Key DT Vocabulary -		General Terms and Cross Curricular Vocabulary	
<b>mechanism</b>	Several parts which work together to achieve an outcome.	<b>guide</b>	A piece of card which directs the movement of a slider or lever.
<b>lever</b>	A rigid bar resting on a pivot which moves when pressure is applied.	<b>measure</b>	To find out how long/short, heavy/light, full/empty something is.
<b>slider</b>	A lever that moves from side to side to affect movement.	<b>cut</b>	To split something into several pieces.
<b>fulcrum</b>	The point at which the levers turns or is supported.	<b>join</b>	To link pieces together.
<b>split pin</b>	A component used to join two materials whilst allowing them to rotate.	<b>input</b>	The force put into a mechanism.
<b>corrux</b>	Thick corrugated plastic sheeting.	<b>output</b>	What happens as a result of input.

DT Outcome	Cross Curricular Links
<b>Design Criteria:</b> design an Ocean themed moving picture; that includes a lever or slider to create a specific movement; that uses a guide to ensure a smooth mechanism and demonstrates accurate cutting.	<b>Science</b> - identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses <b>Maths</b> - know the properties of 2D shapes.

Linked documents: Class Overview, DT Whole School Progression document and Class Medium Term Planning.