

# Year 1 Term 2 Knowledge Organiser: DT – **Enchanted Woodland**

## Subject Specific Vocabulary

word	definition
<b>Design</b>	to make, draw or write plans for something
<b>Design criteria</b>	A set of rules to help you with your ideas and test
<b>Evaluation</b>	when you look at the good and bad points about
<b>Mechanism</b>	a system of parts working together
<b>Model</b>	a practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work
<b>Sliders</b>	something that can move from side to side or up and down
<b>Stencil</b>	a shape which you can draw around
<b>Target audience</b>	a person or a group of people at whom a product is aimed
<b>Template</b>	a stencil which you use to help you draw a shape more easily on to different materials
<b>Test</b>	to find out whether something works as it should

## Knowledge

Explain how to adapt mechanisms, using bridges or guides to control the movement

Design a moving story book for a given audience

Follow a design to create moving models that use levers and sliders

Test a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed

Review the success of a product by testing it with its intended audience

Know that a mechanism is the parts of an object that move together

Know that a slider mechanism moves an object from side to side

Know that a slider mechanism has a slider, slots , guides and an object

Know that bridges and guides are bits of card that purposefully restrict the movement of the slider

## Inspiration

