

Making a moving book  
Design and make a book for the King's \_\_\_\_\_

**DT Theme:**  
**Mechanisms**

**Teaching focus:** Mechanism  
**Learning Lens:** Exploring sliders and movements  
**Class:** Year 1

**Previous Knowledge**

How can I join? (EYFS)

**Project Hook or 'Wow' memory**

Introduction to the next part of the King's Quest. Slider books.

**Learning Steps**

**Key Knowledge**

Create moving models that use sliders

Model process. To know what the mechanisms are, the car and street scene (a side-to-side slider) and the rabbit and hat (an up-and-down slider) children will make these so that they can start to explore how they work.

Use a template to create my design of a moving book

Model Process. To know that drawing a design idea is useful to see how an idea will look. Deciding on the type of slider.

Drawing the background and drawing and cutting out the moving parts

Model process. Children use chosen background and moving parts

Make the sliders for the moving parts and assemble all of the parts.

Model process. Children to create their sliders by making the handles and gluing them to their moving parts. Model assembling their moving pictures to create a book.

Evaluate a design plan and final product against success criteria based on peer assessment.

Use the design criteria to assess the different mechanisms and finished product.

**Key Skills**

Create moving models that use sliders

Drawing the background and moving part.

Making and using a handle to create the moving part of the book.

Assemble all parts of the product to create a moving book.

Reflecting on a finished product, explaining likes and dislikes.

**Key vocabulary**

Sliders  
Mechanism  
Adapt  
Design criteria  
Design

Model  
Template  
Assemble

**Final outcome**

Create a moving book using a slider mechanism

Images / themes to support the planning process. Simple designs. Framework to support evaluation.

