CBS Knowledge Organiser

Year: 1

DT – Moving Picture

What I already know

- Movement is the act/process of moving and changing place/position.
- I see moving pictures in the books that I read.
- Pictures can move in different ways.

New information/knowledge

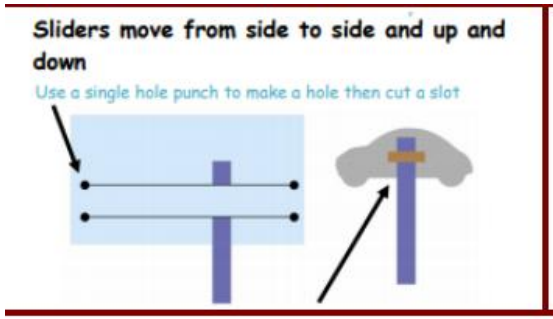
- A moving picture needs a lever or slider.
- A lever moves around a pivot.
- A slider moves backwards and forwards along a straight line.

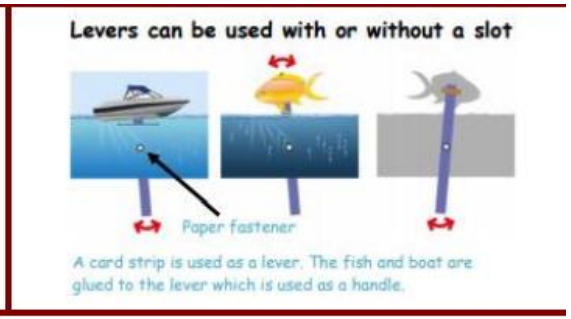
Key Vocab

Word	Definition
Lever	A rigid bar which moves around a pivot. Levers are used in many everyday products.
Mechanism	A device used to create movement in a product.
Slider	A rigid bar which moves backwards and forwards along a straight line. Unlike a lever, a slider does not have a pivot point.
Split-pin	A thin metal rod divided into two parts that open out in order to fasten parts of a machine.
Pivot	A point at which the action of turning takes place.

Overview of unit:

Children will Design, Make and Evaluate a moving picture. They will begin the design stage by researching different moving pictures found in books. They will then move onto investigating sliders and levers. After this, they will design their own moving picture, taking inspiration from their investigating. Once they have designed their picture, they will make it using their design to support them. After the making stage, comes the evaluation stage. Children will evaluate what went well and what they would improve on next time.





The Design Process

Research	Investigate and analyse a range of existing products. Explore a range of existing books and everyday products that use simple sliders and levers.
Design	Generate, develop, model and communicate their ideas through discussion and annotated sketches
Make	Use a range of tools and equipment to perform practical tasks accurately. Select and use tools suitable for the task, explaining their choices, to cut, shape and join paper and card. • Use simple finishing techniques suitable for the product they are creating
Evaluate	Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.