

## Design and Technology Curriculum Journey

### Mechanism

#### Reception

I **can** explore and play with toys that use different mechanisms to make them work (i.e. cars, moving pictures in books, wind-up toys etc.)

#### Year 2

I **can** explore and use wheels, axles and axle holders.  
 I **can** distinguish between fixed and freely moving axles.

(MOVING VEHICLES – SKATEBOARDS)

#### Year 4

#### Year 6

I **can** incorporate hydraulics (liquids through pipes and channels) and pneumatics.

I **understand** that mechanical and electrical systems have an input, process and output.

I **can** refine the product after testing, considering aesthetics (nature and appreciation of beauty), functionality and purpose.

(FAIRGROUNDS)

#### Year 1

I **can** use levers and slides.  
 I **understand** that different mechanisms produce different types of movement.

(MOVING PICTURES)

#### Year 3

I **can** use simple lever and linkages to create movement.  
 I **can** distinguish between fixed and loose pivots.  
 I **can** alter the product after checking it.

(SKELETONS)

#### Year 5

I **can** use cams, pulleys or gears to create movement.

I **understand** how gears and pulleys can be used to speed up, slow down or change the direction of movement.

I **can** use pneumatic (air or gas) to create movement.

(MOVING TOYS)

#### Year 7

I **understand** how more advanced mechanical systems used products enable changes in movement and force.

