



Year Group:	5	Subject:	DT– Mechanics	Term:	Spring 2
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- Explored and used mechanisms such as flaps, sliders and levers.
- Gained experience of basic cutting, joining and finishing techniques with paper and card.
- Experience of axles, axle holders and wheels that are fixed or free moving.

- To appraise and analyse a range of existing products – automata toys.
- To gain an understanding of how cams and followers work.
- To use a range of materials, tools and techniques to create a prototype – cams and followers
- To design a product that meets the design brief – automata toys.
- To use a range of materials, tools and techniques to make a product.
- To evaluate an end product against a design criteria and consider the views of others to improve their work



- A cam is a rotating or sliding piece in a mechanism. It changes rotary motion to linear motion
- A follower is a machine part that moves by being pushed or pulled by another part. The follower is level for most of the cam's rotation, then is suddenly pushed up at regular intervals.
- The mechanism in an automata uses a system of cams, axles and followers.

1)	To appraise and analyse a selection of existing products.
2)	To understand how cams and followers work.
3)	To create a prototype of a cam and a follower.
4)	To design and create a product that meets the design brief.
5)	To evaluate a finished product against a design brief.



Knowledge Organiser				
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Key vocabulary

Tier 2	Tier 3
levers	mechanical 
pivot	cam 
	follower 
	linkages
	prototype
	linear motion 
	rotary motion 