Mechanical Posters

Design and Technology | KS2 | Unit Overview

Introduction

This 'Mechanical Posters' unit gives children opportunities to develop their understanding of mechanical systems. Following instructions on how to make different types of lever and linkage mechanisms gives children experience and information to draw on when developing their own ideas. They sketch a design based on their ideas, make a prototype, and then create their 'Lever and Linkage Poster' using the context of recycling. Finally, children will evaluate their finished product.



Health & Safety

When carrying out a risk assessment for this unit, teachers will need to consider the materials, tools and equipment being used. Scissor safety rules should always be followed.



Home Learning

Recycle Poster: Children are asked to design a poster to display in a room of their home to encourage the members of their family to recycle.

Recycle Symbol Art: Children decorate the recycling symbol with their own different pictures linked to recycling.



Wider Learning

Some City Councils host 'recycling roadshow events.' This would give children the opportunity to ask about any recycling queries.

A walk around the local area would allow children to investigate the places where people can recycle.

An educational visit to a local recycling centre, to see how materials are sorted and prepared for reuse.

Assessment Statements

By the end of this unit...

...all children should be able to:

- Explore mechanical systems.
- Draw a simple annotated design.
- Start to generate ideas for design criteria.
- Make a prototype and finished poster which has at least one lever/ linkage mechanism.
- Evaluate what they did well on their product and things they could improve.

...most children will be able to:

- Explore how mechanical systems work.
- Draw a design which uses annotations to add some detail.
- Develop design criteria to inform the design of innovative products aimed at a particular audience.
- Make a prototype and well finished poster which aims to have two lever/linkage mechanisms.
- Use design criteria to help guide the evaluation process.

...some children will be able to:

- Answer in detail a range of questions about mechanical systems, identifying the input and output.
- Add detailed annotations to a design to show how different components move.
- Base design criteria around the needs of the design brief.
- Make a prototype and well-finished poster which uses up to three lever/linkage mechanisms.
- Evaluate their product in detail against design criteria.

To look at all the resources in the Mechanical Posters unit click here.

To find out more about PlanIt download our free guide here.



Lesson Breakdown

1. Mechanical Systems

2. Levers and Linkages

Investigate and analyse a range of existing products, in the context of investigating existing lever and linkage mechanisms.

• I can investigate mechanical systems.

Resources

Lesson Pack

Lesson Pack

• Examples of mechanisms teaching aids

• Examples of mechanisms

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Understand and use mechanical systems in their products teaching aids (for example levers and linkages), in the context of making a mechanism which uses levers and linkages. • I can make mechanical systems which use levers and linkages. 3. Designing **Lesson Pack** • Examples of mechanisms Use research and develop design criteria to inform the design teaching aids of innovative, functional and appealing products that are fit for purpose, aimed at individuals or groups, in the context of developing design criteria and design ideas for a moving poster to promote recycling. • I can develop design criteria to help me design innovative product. Generate, develop, model and communicate ideas through discussion, annotated sketches, and prototypes, in the context of generating and developing ideas to make a moving poster. • I can use sketches to develop and communicate ideas. 4. Prototypes Lesson Pack • Paper, card, coloured Generate, develop, model and communicate ideas through pens/pencils, magazines, discussion, annotated sketches, and prototypes, in the context of newspapers, glue, split pins, using the moving poster design to create a prototype. scissors, modelling clay, pencil, • I can use prototypes to develop my ideas. rulers, sticky tape, masking tape, sticky pads **Lesson Pack** 5. Finishing a Product • Paper, card, coloured Select from and use a wider range of tools and equipment to pens/pencils, magazines, perform practical tasks accurately, in the context of selecting and newspapers, glue, split pins, using the correct tools and equipment make a moving poster. scissors, modelling clay, pencil, • I can select and use the correct tools and equipment rulers, sticky tape, sticky pads. accurately. • Access to a computer Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities, in the context of selecting materials to produce a high quality finish on a moving poster. • I can carefully select materials and use different techniques. 6. Evaluating Our Posters Lesson Pack • Paper, card, coloured Understand and use mechanical systems in their products (for pens/pencils, magazines, example levers and linkages), in the context of knowing the name newspapers, glue, split pins, and function of the parts of a lever and linkage system. scissors, modelling clay, pencil, • I can name the parts and functions of a lever and linkage rulers, sticky tape, sticky pads. mechanical system. • Access to a computer Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work, in the context of evaluating their moving poster. • I can evaluate my poster. Disclaimer: This resource is provided for informational and educational purposes only. As this resource refers to the use of sharp equipment, small items/loose parts which may present a choking risk, and ingredients/ chemicals, you must ensure that an adequate risk assessment is carried out prior to using this resource. You must contact a suitably qualified professional if you are unsure. Twinkl is not responsible for the health and safety of your group or environment. It is your responsibility to ensure the resource and the information/activity it contains are safe and appropriate to use in your situation.

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