

## Technical Knowledge

### Mechanisms

*(A mechanism is where materials or components are connected to make movement)*

| Class<br>Year Gp   | NC Knowledge  | Skills   |
|--|---|--|
| EYFS Links   |   |  |
| <b>Key Stage One</b>   |   |  |
| <b>Children will learn to explore and use mechanisms (eg sliders, levers,wheels and axles) in their products</b> |   |  |
|  | NC Knowledge  | Skills   |
| <b>Rainbow Y1<br/>Amethyst Y1</b>  | <p><b>TK</b> - Understand how a slider makes an object move.</p> <p><b>M</b> to develop knowledge of tools used for:</p> <ul style="list-style-type: none"> <li>- cutting</li> <li>- shaping</li> <li>- joining</li> <li>- finishing</li> </ul> | <p><b>Ev</b> - explore and evaluate a range of existing products ( with sliders)</p> <p><b>M</b> - select from and use a range of tools and equipment to perform practical tasks and explain my choices</p> <p><b>M</b> - select from and use a wide range of materials and components, according to their characteristics and explain my choices.</p> <p><b>Ev</b>- Explain what I'm making and why.</p> <p><b>E</b> - Consider what I need to do next.</p> |

**Amethyst Y1**  
**Amber Y2**

**TK** - Understand how a lever makes an object move  
*A lever moves around a pivot. We can move it in a curved motion.*

**M** to develop knowledge of tools used for:

- cutting
- shaping
- joining
- finishing

**TK** - Understand how wheels makes an object move

**M** – join materials in different ways and evaluate pros and cons

- cutting
- shaping
- joining
- finishing

**E** - explore and evaluate a range of existing products ( with levers / wheels)

**M** - select from and use a range of tools and equipment to perform practical tasks and explain my choices.

**M** - select from and use a wide range of materials and components, according to their characteristics and explain choices.

**M** - Measure, mark out, cut and shape materials and components, with support.

## Key Stage Two

**Children will learn to understand and use mechanical systems  
in their products [for example, gears, pulleys, cams, levers and linkages]**

|                    | NC Knowledge  | Skills  |
|--------------------|---|---|
| <b>D / R<br/>Q</b> | <p><b>TK</b> - to understand how pulleys and gears make objects move</p> <p><b>M</b> to develop knowledge of a wider range of tools used for:</p> <ul style="list-style-type: none"> <li>- cutting</li> <li>- shaping</li> <li>- joining</li> <li>- finishing</li> </ul> <p><b>TK</b> - use simple lever and linkages to create movement.</p>   | <p><b>E</b> - investigate and analyse a range of existing products</p> <p><b>M</b> - select from and use a wider range of tools and equipment to perform practical tasks with increasing accuracy</p> <p><b>M</b> - select from and use a wider range of materials and components according to their functional properties and aesthetic qualities, giving reasons for their choices.</p> <p><b>M</b>- measure, mark out, cut and shape materials/components with increasing accuracy .</p> |
| <b>A / E</b>       | <p><b>TK</b> - Begin to use cams, pulleys or gears to create movement.<br/>(Cams change rotary motion to linear)</p> <p><b>M</b> to develop knowledge of a wider range of tools used for:</p> <ul style="list-style-type: none"> <li>- cutting</li> <li>- shaping</li> <li>- joining</li> <li>- finishing</li> </ul> <p><b>E</b> - investigate and analyse a range of existing products</p> | <p><b>M</b>- Use selected tools/equipment with precision</p> <p><b>M</b> – in planning stages list tools and equipment needed giving reasons for choices</p> <p><b>M</b> - Accurately measure, mark out, cut and shape materials/components</p> <p><b>M</b> Accurately assemble, join and combine materials/components.</p> <p><b>M</b> Accurately apply a range of finishing techniques.</p>   |

**Children will learn to understand and use electrical systems  
in their products (eg seris circuits incorporating switches, bulbs, buzzers and motors)**

|  | <b>NC Knowledge</b>  | <b>Skills</b>   |
|--|--|---|
|  | <b>Y4 Science</b><br>In Y4 children were taught to construct a simple seris circuit with basic parts switches, bulbs, buzzers and motors |   |
|  |  | <p><b>TK</b> – include knowledge of electrical circuit and include in a design make</p> <p><b>E</b> - Refine product after testing, considering aesthetics, functionality and purpose</p> |