



DT Moving book covers.

By the end of this DT topic, I will be able to:

- Use annotated sketches, cross-sectional drawings, and exploded diagrams to develop and communicate design ideas.
- Explain the choice of tools and materials based on the skills and techniques used.
- Accurately assemble, join, and combine materials and components.
- Apply finishing techniques with increasing accuracy.
- Critically evaluate the quality of design and manufacture

I should already know:

- How to measure and cut materials accurately using rulers and scissors.
- How to assemble and join materials using glue, tape, or tabs.
- How to use simple mechanisms (e.g., levers, sliders, linkages).
- How to evaluate a product by discussing what works well and what could be improved.
- How to apply finishing techniques such as painting or decorating for a neat and professional look.

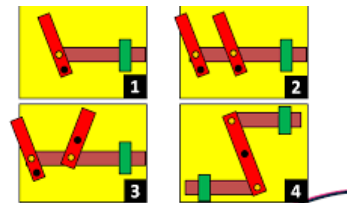
Other information:

Types of Mechanisms Used in This Project

Slider – A part that moves from side to side within a slot (e.g., a hidden message sliding out).

Lever – A pivoting part that moves up and down (e.g., a door opening).

Pop-up – A folded piece of paper or card that lifts when opened (e.g., a castle



Key Vocabulary:

Word	Meaning
Design	Planning how something will look and work before making it.
Evaluate	Thinking about what went well and what could be improved.
Mechanism	A system of moving parts that helps something move.
Slider	A mechanism that moves side to side in a slot.
Lever	A moving part that pivots on a point to create movement.
Pop-up	A 3D element that appears when you open a page.
Cross-section	A diagram that shows an inside view of an object.
Assemble	To put materials together in the correct way.