

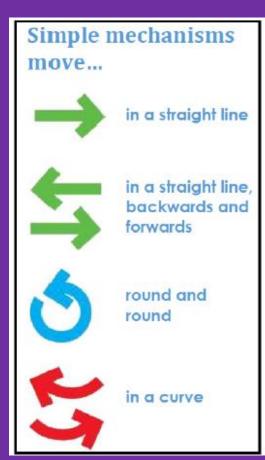
Stories in motion

Key Vocabulary	Definition			
Rigid	Something that is strong and that will not bend.			
Pivot	A fixed part that holds a lever in place as it turns.			
Lever	A rigid bar which moves around a pivot.			
Slider	A rigid bar which moves backwards and forwards in a straight line.			
Flap	A folded cover that can be lifted up to show a hidden area.			
Slot	A wide, thin hole that allows a slider to move.			
Guide	A short strip of card that keeps sliders in place and controls movement.			
Mechanism	A device used to create movement in a product.			

Six principles of quality DT:

- User- who is it for?
- Purpose- What is it for?
- Functionality- How will it work?
- Design decisions- What should it do/look like?
 - Innovation- Try something different
 - Authenticity

The Design Process							
Design Brief	Design Criteria	Generating Ideas	Prototype	Make the Product	Evaluation		
A planning document that explains what the project is, how it will be achieved and the time frame that it needs to	Tells you what a product must do to be successful.	Exploring different products and thinking about how they could be adapted. Creating an annotated sketch of your idea.	The first example of what the real thing will look like. It is used for testing, development and evaluation.	Using the annotated sketches and prototypes to help create your product.	Checking that the product meets the design criteria and has achieved its purpose.		
Design Brief Seeding the scores We can the oncycling usin of Twint Cay Council. We were no being proper the most and of your regarding services by highlighted and off the stress that can be recycled to instructionary one reduction. Design the project To hap present comparison for would like you to design a smooking partner to the project of p	Priestig Desigs Otteria	For can four RECYCLE Son guer Even guer KITC UED The advances The adv	Eu ca One RECYCLE For year SIC NE D		Droigs crises: Evaluation		

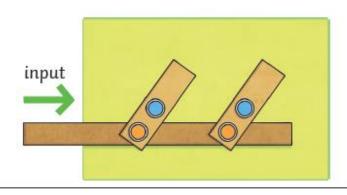


Exploring Mechanical Systems

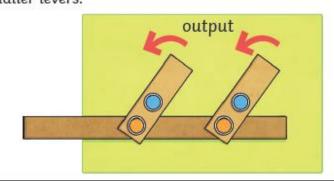
Many mechanisms take one type of input motion, and output it as a different type of motion.

In lever and linkage mechanisms:

Input - The movement of the main lever by the user.

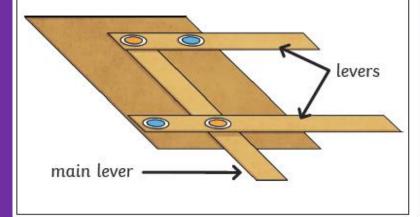


Output - The movement that is made by the smaller levers.



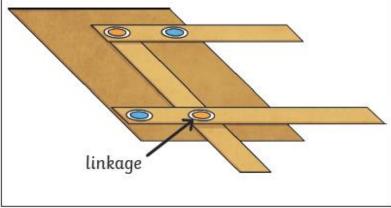
Lever

The simplest type of mechanism. A lever is a stiff bar which moves around a pivot.



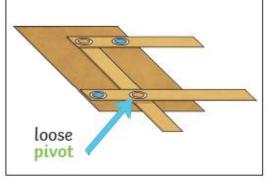
Linkage

The part of the mechanism used to join one or more levers to produce the type of movement required.



Loose Pivot

Joins the levers together.



Fixed Pivot

Joins the levers to the overall object.

