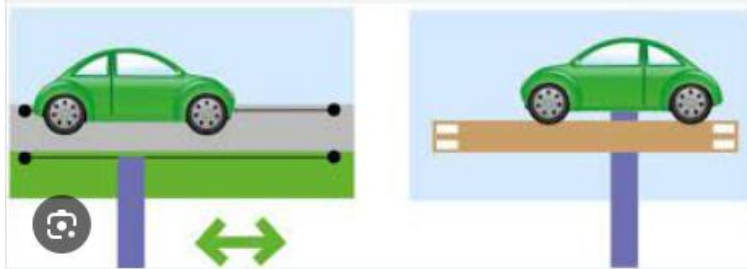


## What should I already know?

- To be able to think about and design my creation.
- How to join materials together.
- How to evaluate what I have made.

## Key Knowledge and skills gained

- To explore making mechanisms.
- To design a moving story book.
- To construct a moving picture.
- To evaluate my finished product.
- To explore making mechanisms.
- To design a moving story book.
- To construct a moving picture.
- To evaluate my finished product.



## Key Vocabulary and definitions

Assemble	To fix all parts together.
Design	To make, draw or write plans for something.
Design criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Mechanism	A system of parts working together.
Model	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.
Sliders	Something that can move from side to side or up and down.
Stencil	A shape which you can draw around.
Target audience	A person or particular group of people at whom a product is aimed.
Template	A stencil which you use to help you draw a shape more easily on to different materials.
Test	To find out whether something works as it should.

