



# Design and Technology

## Mechanisms and Structures

**Design:** Show how your product is going to meet your

audiences' wants and needs.

Make: Create your product in line with your design.





**Evaluate:** decide whether your product has been successful in line with your design.

## **Finishing**

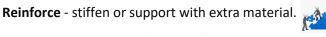
**Pens** 



The state of the s

**Structure** – a building or object constructed from several parts.

**Mechanism** - parts working together in a machine.



Strong and stable – won't break if used too much.

Mock-ups-a simple version of your design made so you can practise.

**Storyboard** – simple illustrations in boxes placed in story order.







# **Design and Technology Vocabulary**

Audience: who we are making our product for.



**Product:** what we are making



**Purpose:** the reason we are making our product.



**Design Criteria:** The things that our product must include to be successful.



**Initial ideas:** lots of ideas which might work.



Final idea: the chosen idea which best meets the design criteria.



 $\label{eq:material-what} \textbf{Material}-\text{what the product is made of}.$ 

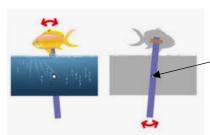


Feedback – what do people think of your product.



#### Levers





Split Pins

Pivot



Linkages

**Types of Mechanism** 

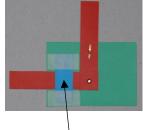
#### Sliders











**Slot or Bridge**