Edward Peake Church of England Middle School		
Design Technology	Topic: Animal Automata	Year: 6
	What should I already know?	•

- What a specification is and how to write one for a design brief.
- How to produce design ideas.
- About the material plywood.
- How to work safely in the workshop.
- How to use a coping saw to cut curved and straight lines in plywood.
- How to use files and glass paper to smooth the edges of plywood.
- How to evaluate design ideas and a finished design.

What will kr	now by the	end of the uni	t?
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- What an automata is and how it works.
- How a cam mechanism converts rotary motion to linear motion.
- How to use a tenon saw to cut straight lines in plywood.
- How to make a frame structure.
- How to drill holes in plywood.
- How to make a cam mechanism.
- How to make an animal automata.

Vocabulary		
Automata	A mechanical figure.	
Mechanism	A system of parts working together in a machine.	
Cam	Changes the input motion, usually from rotary to linear.	
Follower	Allows the design to move up and down.	
Rotary motion	Movement following a circular path around a fixed point.	
Linear motion	Movement in a straight line and in one direction.	
Dwell	A small pause in the movement of a machine.	
Reinforce	Strengthen with added pieces.	
Specification	A list of requirements a product must meet.	
Evaluation	A review of how things have gone.	



Investigation tasks

- 1. Research everyday products that use a cam mechanism?
- 2. Research into levers. Can you make a catapult?
- 3. Research other types of motion. Can you make an information sheet to explain it to other students?
- 4. Can you make a rotating picture to show the sun rising and setting?