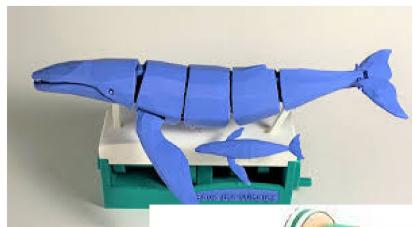
WMMS

YEAR 6 D & T

Spring Term - Animal Automata





SKILLS LEARNED

Generate at least one viable idea

- Cut materials accurately and safely by selecting appropriate tools.
- Assemble a simple cam mechanism as part of the design.
- Use tools with some accuracy and finish their automata animal in a design that they have prepared with some assistance.
- Use design criteria to evaluate what they did well on their product.



ENQUIRY QUESTIONS

Which animals are endangered or vulnerable?
Why does this matter?
How can I make my product move like my animal?
What cams would best suit my design?

Outcome - Animal Automata