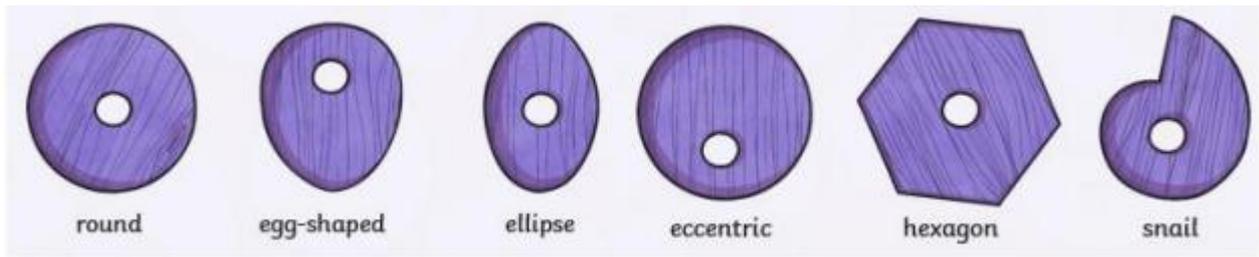


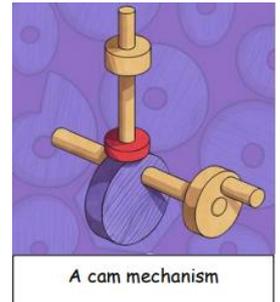
Owl DT Knowledge Organiser Term 4

Mechanisms - Moving Toys



Key Objectives

- Explore different types of Cams and their movements.
- Generate different designs and evaluate them.
- Decide upon a final idea and include detailed plans of how to make the Cam.
- Create a final product using appropriate Cam.
- Evaluate our final products deciding upon successes and area for improvement.



Key Vocabulary

Cam	A mechanism that changes one sort of movement to another.
Follower	The device that follows the movement of the Cam.
Rotary Motion	A movement that goes round.
Guide	A piece of material used to guide the movement of another.
Spacer	A piece of material used to create extra space to allow moving parts to move freely.
Reciprocating Motion	A backwards and forwards movement in a straight line (slider).
Oscillating Movement	A moving to and fro around a pivot point (lever).

Sticky Diagrams

