

# Design and Technology - Mechanisms

EYFS	Y1	Y2	Y3	Y4	Y5	Y6
With support begin to incorporate moving parts in to models. For example, use split pins to make body parts move.	With some support, begin to explore and use simple mechanisms . For example, use sliders in moving pictures, hinges into models etc.	With some independence explore and use winding mechanisms . Begin to incorporate wheels and axles into their products.	Begin to develop an understanding that mechanical systems such as levers and linkages or pneumatic systems can create movement. Begin to incorporate levers and linkages into their products.	With increasing independence produce models that incorporate mechanical systems such as levers, linkages or pneumatic systems to create movement.	Begin to understand how mechanical systems such as cams create movement. Design and make a product that incorporates a cam mechanism.	Develop a greater understanding of how cams, pulleys or gears create movement. Create and use prototypes. Design and make products with greater independence.  <b>Mastery:</b> Children are able to make quality products, evidencing a range of designing and making skills of a particularly high standard. They have an excellent understanding of a range of mechanisms.