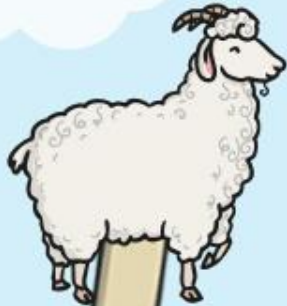


# Designing



# Aim

- I can design a working product thinking about who it is for and what it needs.
- I can make decisions about my design and use an annotated sketch to show them.

# Success Criteria

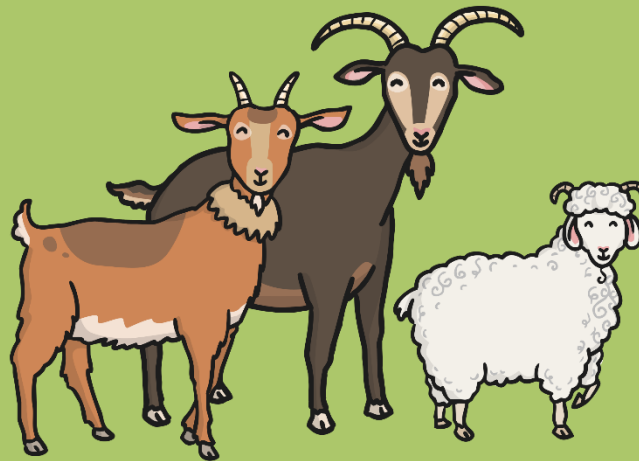
- I can explain why we have design criteria.
- I can use design criteria to help me create an idea for a moving picture aimed at young children.
- I can decide which part of the story to make.
- I can say which part of my picture will move.
- I can sketch my design and label it to show the mechanisms and materials.

# The Three Billy Goats Gruff



We are going to read The Three Billy Goats Gruff e-book. Click on the picture below:

## The Three Billy Goats Gruff

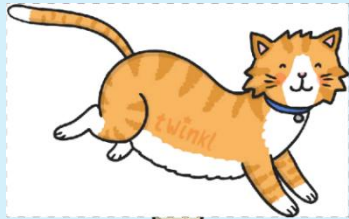


# Moving Parts



Which parts of the story could move?

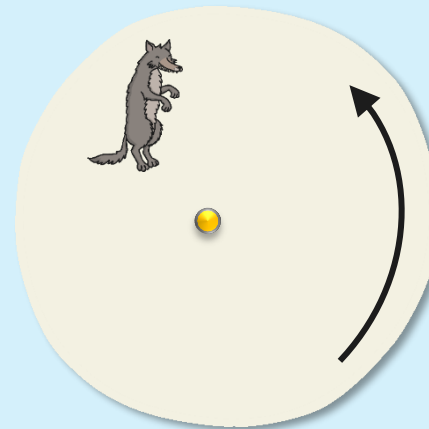
Which mechanism would you use?



Slider



Lever



Wheel

# Design Criteria



When we design and make a product we must think about what the product must do to be successful. This is called the **design criteria**.



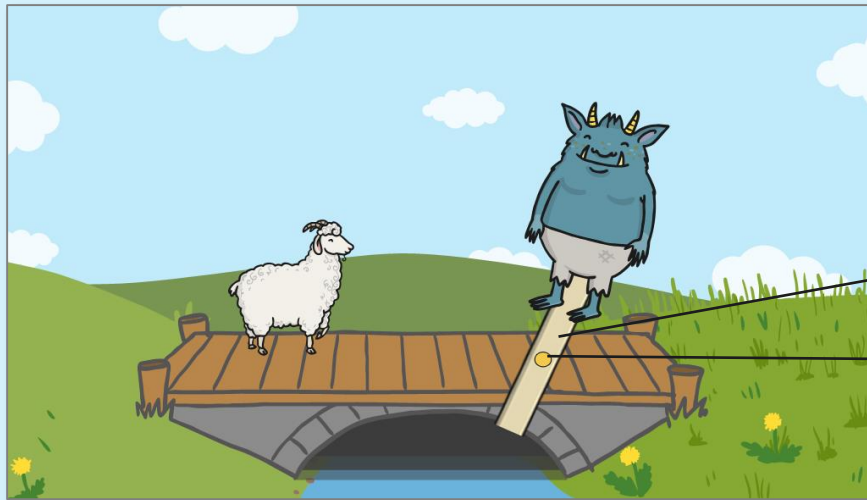
My Moving Picture Design

Shows part of the story of The Three Billy Goats Gruff	<input checked="" type="checkbox"/>
Has at least one moving mechanism	<input checked="" type="checkbox"/>
Appeals to young children	<input type="checkbox"/>
Is neat	<input type="checkbox"/>
Is well made	<input checked="" type="checkbox"/>

# Designing

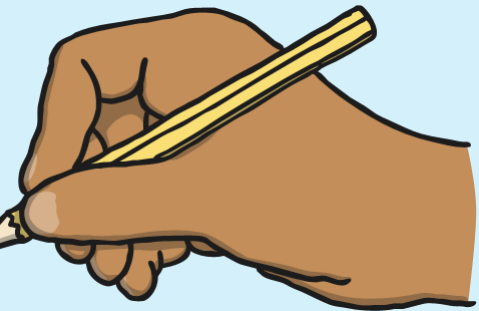


Draw a plan of what you want your picture to look like.  
Write some notes around the design to help you when making it.



lever

split pin



I will need:

split pin

card strip

scissors

pencils

paper

# Let's Share Our Designs



I can see that you followed the **design criteria**...



My Moving Picture Design

Shows part of the story of The Three Billy Goats Gruff	<input checked="" type="checkbox"/>
Has at least one moving mechanism	<input checked="" type="checkbox"/>
Appeals to young children	<input type="checkbox"/>
Is neat	<input type="checkbox"/>
Is well made	<input checked="" type="checkbox"/>

# Aim

- I can design a working product thinking about who it is for and what it needs.
- I can make decisions about my design and use an annotated sketch to show them.

# Success Criteria

- I can explain why we have design criteria.
- I can use design criteria to help me create an idea for a moving picture aimed at young children.
- I can decide which part of the story to make.
- I can say which part of my picture will move.
- I can sketch my design and label it to show the mechanisms and materials.



