

Aim

• I can use a mechanism in my product.

Success Criteria

- I can explain what a slider mechanism is.
- I can use a slider to make a picture move.
- I can measure and cut accurately to make a scene for my picture.
- I can fix a slider to the character that is going to move.
- I can assemble the scene and slider.

The Gingerbread Man



We are going to read the Gingerbread man e-book. Click on the picture below:

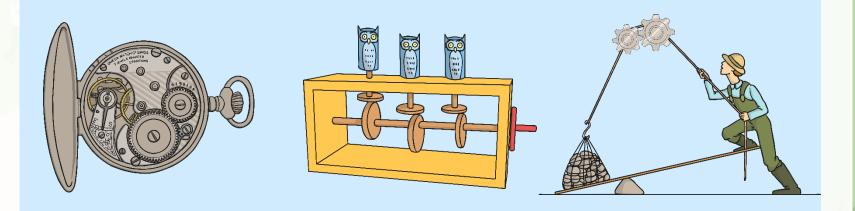




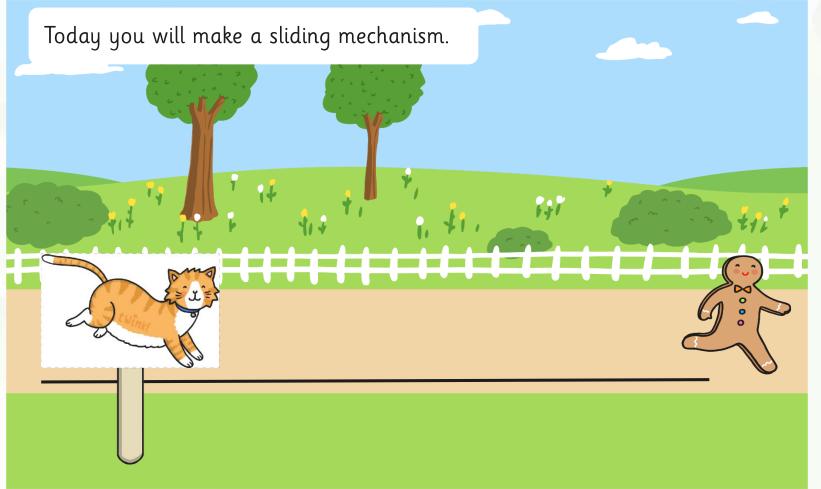
Today you are going to turn part of The Gingerbread Man story into a moving picture.

To make a part move on a picture you will need to make a **mechanism**.

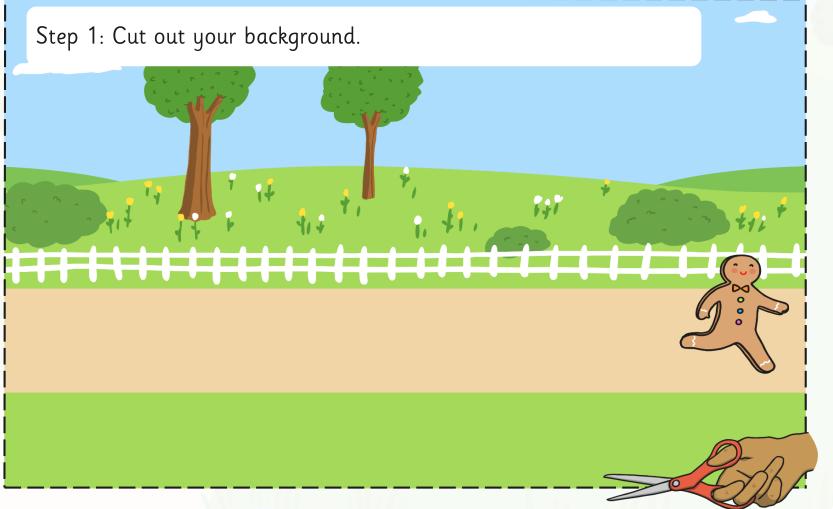
Mechanism - components acting together to make an action take place.













Step 2: Put two dots on the path of your background, not too near the edge.

Use a ruler to join the dots.

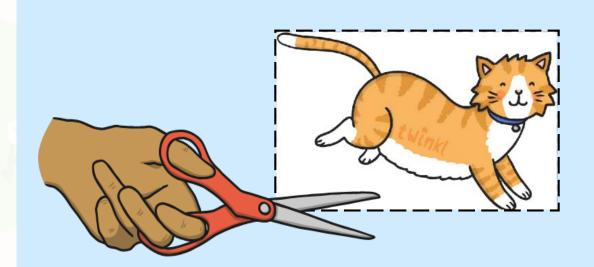
Carefully, fold your page along the line and cut on the fold of the line between the two dots to make a long slit.





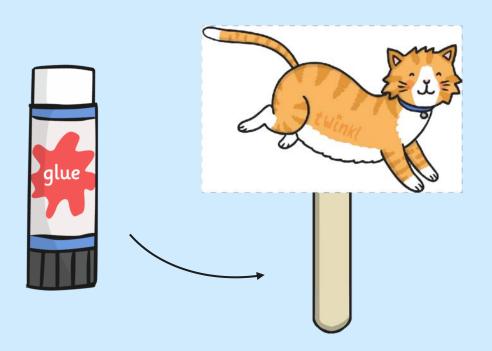


Step 3: Choose which character you would like to slide and carefully cut around it.





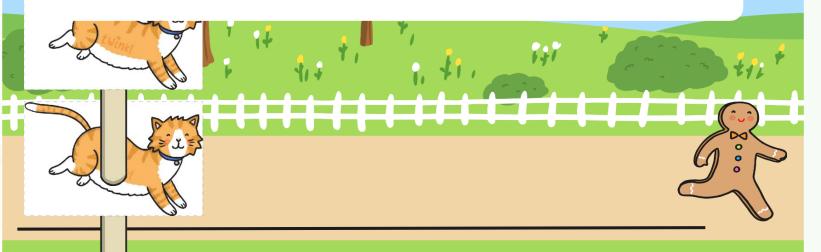
Step 4: Glue the slider to the back of the character.





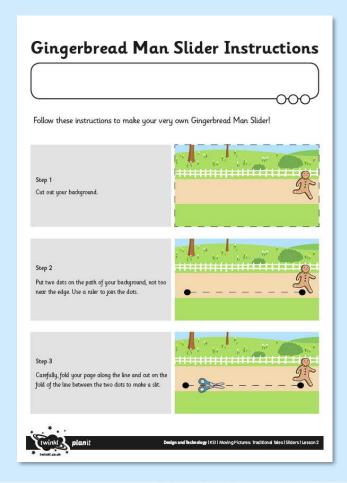
Step 5: To assemble it, push the character through the slit.

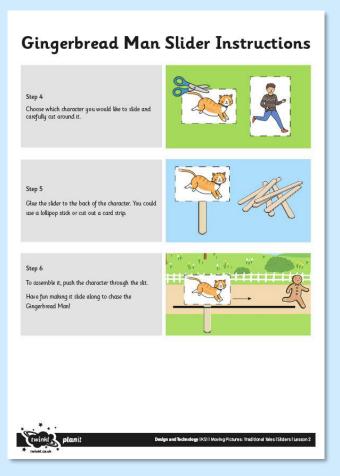
Have fun making it slide along to chase the Gingerbread Man!



Now It's Your Turn







Evaluate



How smoothly does your character move?

How well made is your slider?



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