

## Mechanisms - Making a moving story book

**Previous Learning:** understanding what a plan is  
**Next Steps:** designing a mechanism using a design criteria

<b>Assemble</b>	To fix all parts together.
<b>Design</b>	To make, draw or write plans for something.
<b>Design criteria</b>	A set of rules to help you with your ideas and test the success of them.
<b>Evaluation</b>	When you look at the good and bad points about something, then think about how you could improve it.
<b>Mechanism</b>	A system of parts working together.
<b>Model</b>	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.
<b>Sliders</b>	Something that can move from side to side or up and down.
<b>Stencil</b>	A shape which you can draw around.
<b>Target audience</b>	A person or particular group of people at whom a product is aimed.
<b>Template</b>	A stencil which you use to help you draw a shape more easily on to different materials.
<b>Test</b>	To find out whether something works as it should.

Moving story books allow you to move characters across different backgrounds.

Character

Slider

Remember the key words for describing movement!

↑	↓	←	→
Up	Down	Left	Right

Page orientation. Which way around is your page?

