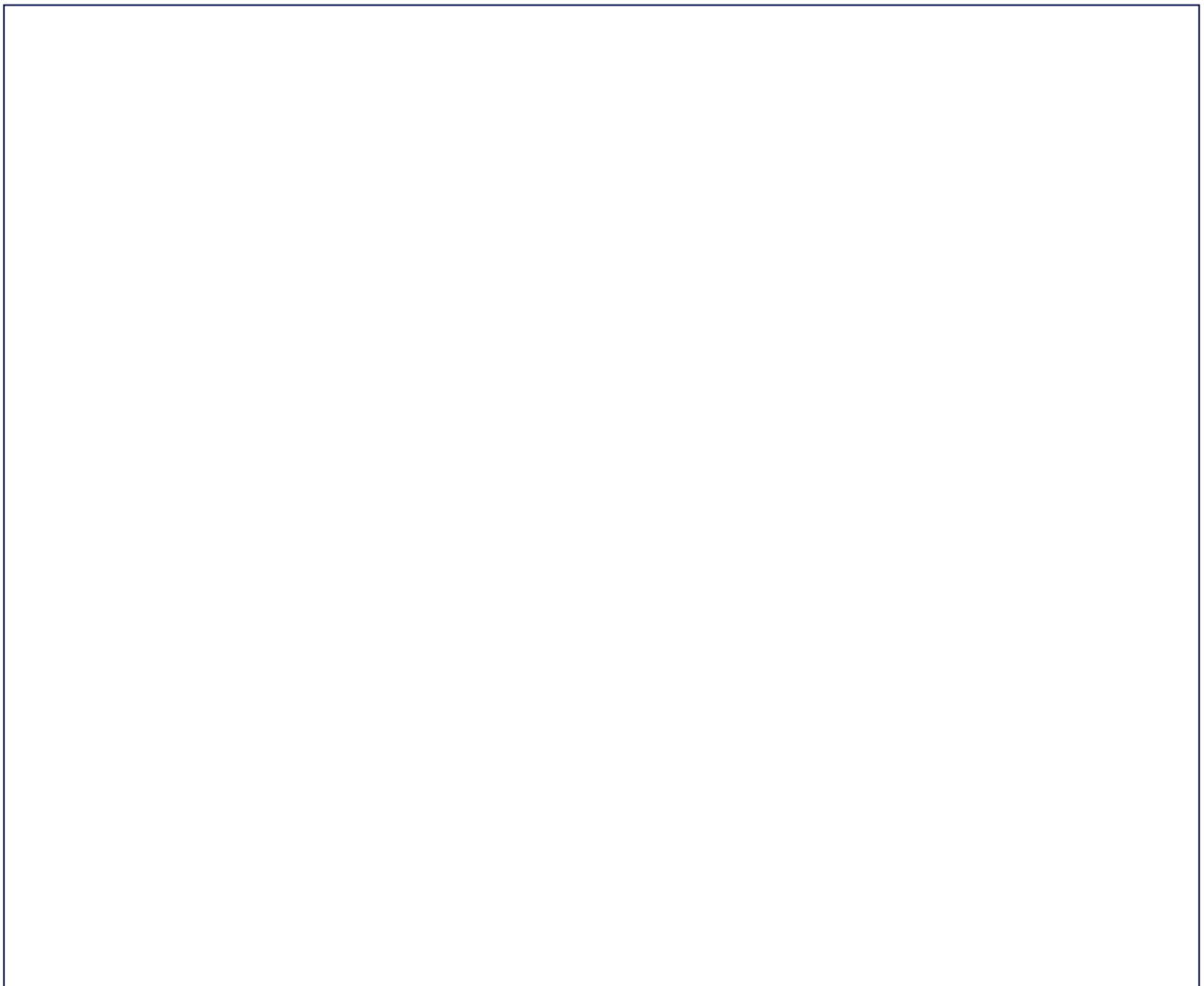


Max's Moving Toy Workshop

Learning objective: To design a moving toy using simple mechanisms like levers and linkages.

Follow the steps below to design your own toy. Max the monkey loves puzzles, and he wants you to use a lever to make a part of your toy move up and down!

Draw: Draw a clear, large design for a moving toy. Use a ruler to draw straight lines for the card structure. Show a 'lever' attached to a 'pivot' (a small circle) so that a part of the toy (like an arm or a leg) can move. Keep the style simple and tidy, as if it were a plan for a workshop build.



Label words: Lever · Pivot · Linkage · Card · Split pin · Handle

Steps:

1. Step 1: Draw a simple shape for your toy (like a jumping frog or a waving hand) in the box below.
2. Step 2: Draw a line where you will place your lever. Label the 'pivot' point where the lever will turn.
3. Step 3: Which part of your toy will move when you push the lever? Write the name here:
4. Step 4: Label your drawing using the words from the Word Bank.