

Max's Amazing Mechanisms: Designing My Toy

Learning objective: To design a functional product that uses a simple mechanism, such as a lever or a linkage.

Help Max the monkey build a new toy! Think about how your toy will move. Use the prompts below to write your design plan. Remember to use capital letters and full stops.

I am going to design a moving toy that helps Max the monkey learn how mechanisms work.

Word bank: lever · linkage · move · push · pull · cardboard · pivot · fastener · firstly · next · then · finally

1. What is the name of your toy and what does it do? My toy is called... It works by... (2 marks)

2. Which mechanism will you use to make it move? I will use a... because... (2 marks)

3. What materials will you need to build your toy? I will need to collect... (2 marks)

4. How will you join the parts together? I will use a... to join the parts so that they can... (2 marks)

Extension challenge: Can you draw a diagram of your toy and label the 'pivot' point?