



D&T - Year 1/2 - Cycle A - Mechanics John Ericcson

What do I already know how to do?

- use a range of small tools, including scissors, paintbrushes and cutlery.
- safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- share their creations, explaining the process they have used.

I will know how to design and make a propeller boat inspired by John Erickson by:

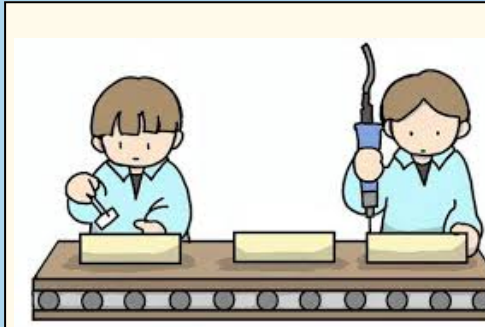
- exploring and creating products using a propeller mechanism.
- using safe ways of cutting materials including a junior hacksaw with support.
- saying why I have chosen moving parts.
- with help, measuring and marking out to the nearest cm.
- cutting, shaping and scoring materials with some accuracy.
- assembling and joining materials and components in order to make a product.

accurate



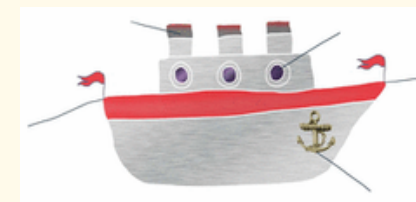
careful and precise.

assemble



joining the parts together.

component



a part of something. A part that combines with other parts to make the whole.

hacksaw



a type of saw used to cut metal, with a tough, fine-toothed, short blade fixed in a frame.

mechanism



parts of a machine.

propeller

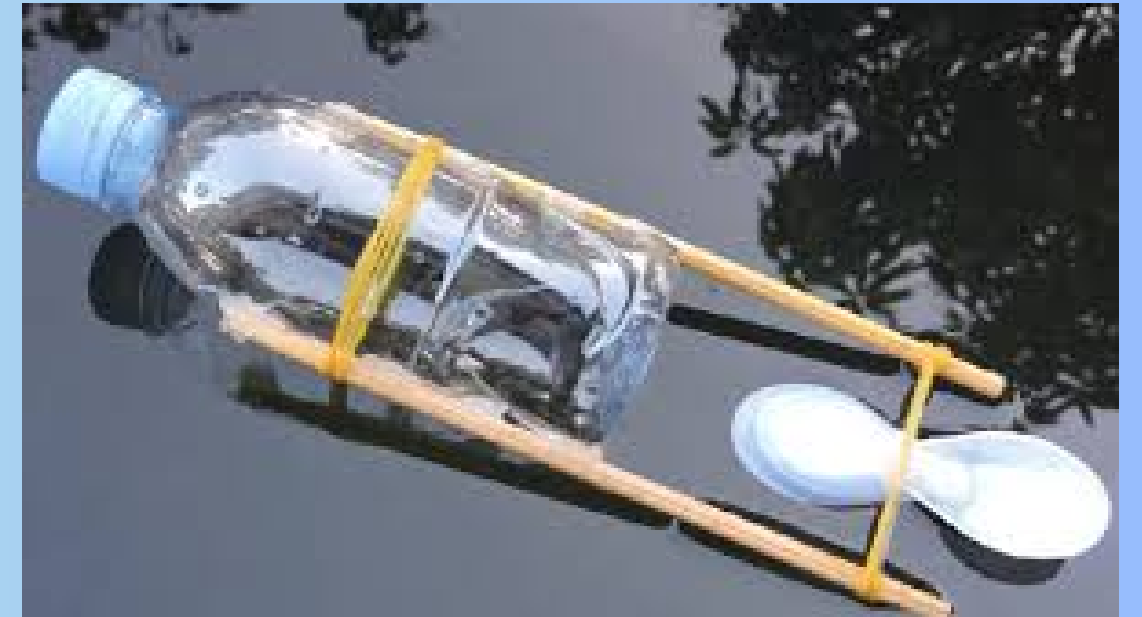


a device used to make an airplane or ship move forward. It has blades that spin around.



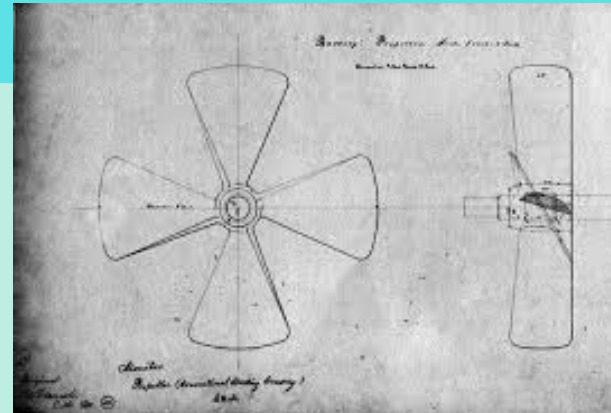
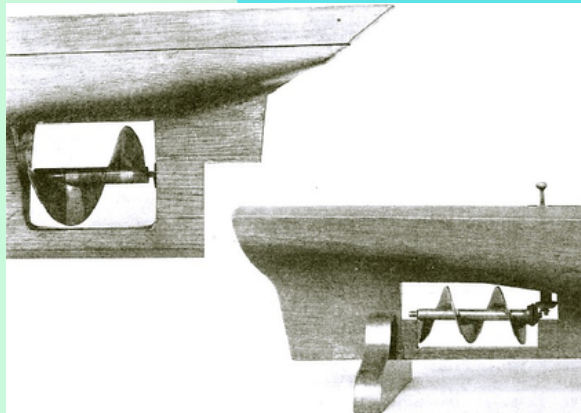
John Ericcson

John Ericsson was born July 31st, 1803 in Sweden and died March 8th, 1889. He was a naval engineer and smart inventor. In 1836 he invented a special part for ships called a propeller. Before his invention, ships used big paddles to move through water, but it wasn't very fast or easy. John came up with the idea of using a spinning blade, like a fan, under the water. This helped ships go faster and turn better! His propeller was first used on a big ship called the USS Princeton a long time ago, and now, almost all ships use propellers like the one he invented.



Our brief: Design and make a propeller boat and see whether you can avoid an iceberg!

- What shape will you choose for your boat?
- How will you attach it together?
- Can you measure accurately?



What do we do?



- Research your artist/s
- Explore new skills
- Design
- Create
- Evaluate