



Art - Year 1/2 - Cycle A - Autumn

Mechanisms - Matching slider game

What do I already know how to do?

- Improving fine motor/scissor skills with a variety of materials.
- Joining materials in a variety of ways (temporary and permanent).
- Joining different materials together.
- Making verbal plans and material choices.
- Using knowledge from exploration to inform design.

I will know how to make a matching picture slider game by:

- Beginning to recognise how products and designs in the world around us solve certain needs.
- Identifying the user and the purpose.
- Talking about ideas and existing products with purpose and user in mind.
- Creating mock-ups.
- Choosing my own materials, ingredients or components.
- Explaining my choices.
- Following simple safety instructions.
- Beginning to use objects to create even spacing of markings or cuts. (e.g. a lolly stick).
- Cutting straight lines and evenly spaced lines.
- Beginning to cut large shapes and thicker materials like card.
- Puncturing holes.
- Applying masking tape to fix something in place or join to edges.
- Using tools, like scissors, to create shapes.

compare		To look at two things to see how they are the same or different.
mechanism		A set of moving parts that make something work.
mock-up		A model that shows what an idea will look like.
movement		How something goes from one place to another.
product		Something that people make to sell or use.
slider		Something that can move from side to side or up and down.
user		The person something is made for.



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Designer: Kayt Bochenski

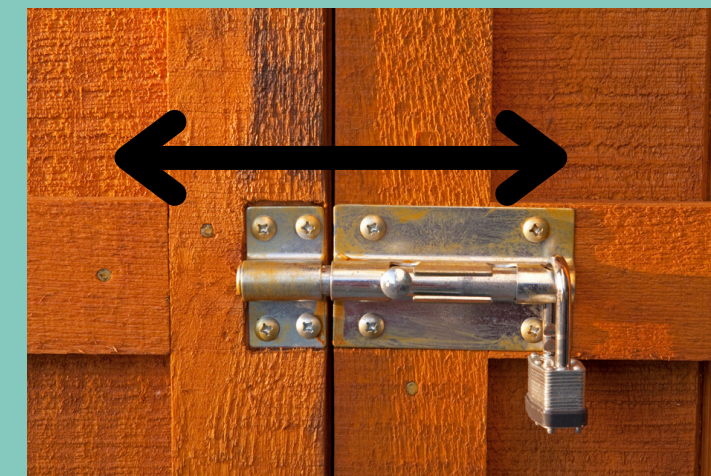
Kayt Bochenski is a children's book designer and illustrator. She creates colourful illustrations and interactive paper designs, including sliders, flaps and wheels. Her work shows how simple mechanisms can make pictures move and make books more exciting to explore.



Sliders can move up and down.



Sliders can move back and forth.



Sliders can move side to side.

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