

## Moving Toys



### Key Objectives

- To understand what a cam is and how it works.
- To use my research to design my own moving toy.
- To use my design to create my own moving toy.
- To evaluate my work and consider what I would do differently next time.

### Key Words

Word	Definition
Cam	A cam is a special shaped piece of metal or wood that turns around and helps move a piece.
Cam follower	A cam follower is the part of a mechanism that touches the cam and moves part of the toy.
Crank handle	A crank handle is a handle that you turn in a circle to make something else move.
Axel	An axel is a straight rod or bar that a wheel or pair or wheels can turn around. It helps wheels move smoothly.
Mechanism	A mechanism is a group of parts that work together to make something move.
Evaluation	Evaluation is when you carefully look at something you have made and think about different elements of what went well and what could have been improved.

### Key Skills

- Research cams and moving toys to inform own designs.
- Communicate design effectively through annotated sketches/drawings.
- Select and use a wide range of materials.
- Evaluate ideas against own success criteria and purpose.