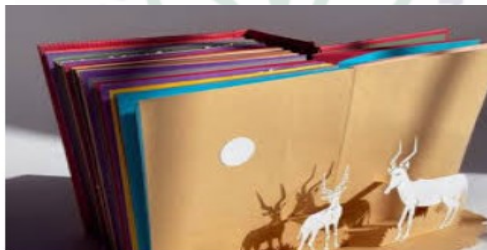


DT — Pop up books

Construction

Prior Knowledge

Previously you have created a board game using a range of materials and techniques to join them together. In Year 3 you created your own hat from paper.



My Component Knowledge:

Lesson 1: I can investigate pop up books and plan who my book will be for.

Lesson 2: I can explore the box and mouth fold

Lesson 3: I can explore the slider and lift up flap

Lesson 4: I can create a rotator and paper spring.

Lesson 5: I can create a design specification for my pop up book design.

Lesson 6: I can create a pop up book using a range of techniques to create the pop ups

My Composite Knowledge:

To explore different techniques to create pop ups and highlight the strengths and weaknesses of each.

My Powerful Knowledge:

To use a range of methods to create my own pop up book and evaluate my design suggesting improvements for my design

Key Vocabulary

Tier 1: fold, crease, slide, flap, tap, push

illustrated

Tier 2: split pins, evaluation, mark and pull

Score, rotate, spring, centre

Tier 3: two-dimensional improvement, levers, linkages, dimensional path of travel, specification

How do you create a pop up book?



Who is your book for?

What mechanisms will the book have?

How many pages will the book have?

What kind of illustrations will the book have?

