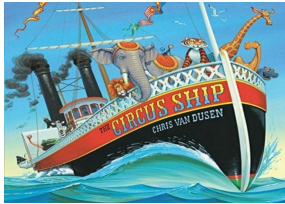


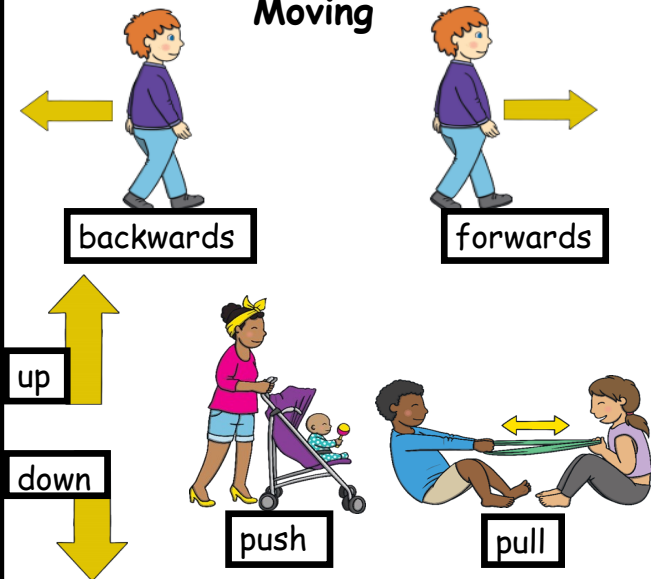
Year 1: D&T Structures and Mechanisms

How can we safely rescue the animals from the Circus Ship?

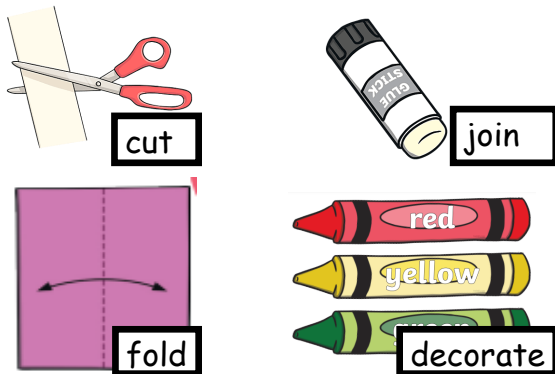
The Circus Ship is sinking!
Mr. Payne, the circus boss, is only interested in his own safety.



Moving



Skills



Design a Rescue Boat

You need to save an animal from the sinking ship.

You will consider:

- appearance/aesthetics - *how will it look?*
- cost - *how much will it cost to make?*
- customer - *which animal is it for?*



- environment - *can it be recycled?*
- size - *how big or small is it?*
- safety - *how will you make it safe to use?*
- function/purpose - *how will it work? Could you identify it in an emergency?*
- materials - *what will you make it from?*



- manufacture - *how will you make it?*

Joining Techniques

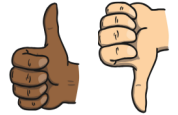
To do this, you need to:

1. Cut slits in the material.
2. Bend the slits out.
3. Glue the bottom of the slits.
4. Press onto the other material.



Evaluate

Does your prototype meet your design specification?



Vocabulary

absorb	To soak up water or liquid.
finish	To add final details.
lever	A stiff bar that can move or turn an object.
mark out	To draw where to cut or stick.
measure	To check how big or small it is.
pivot	To move around a point or object.
prototype	A test model of your design.
slide	To move smoothly on a surface.
slot	A gap for something to go in.
stable	It will not fall apart or break.
stiffer	To be stronger and harder.
template	A shape to draw or cut around.

CRC Article 29: All children have the right to develop their skills and talents.

