

# Magic of flight

# Year 1 - Art/DT Knowledge Organiser

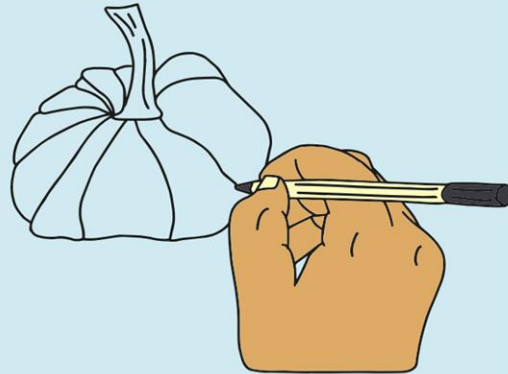
In DT, we will learn to:

- Explore how to make mechanisms
- Design a moving story book

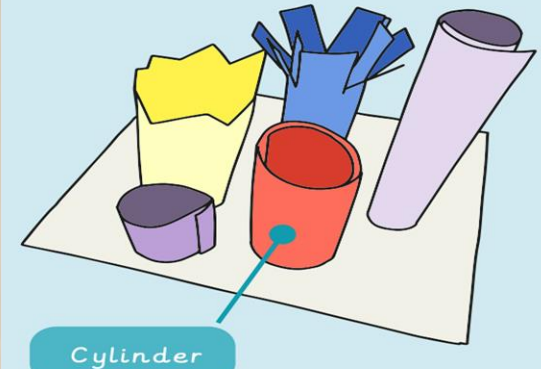
In Art, we will learn to:

- Draw from direct observation
- Manipulate paper
- Create a 3D form

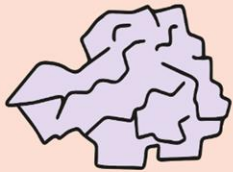
2D - flat, like a drawing



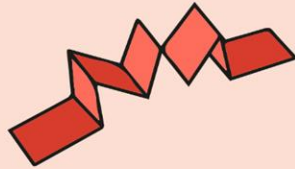
3D - can be held, like a cylinder



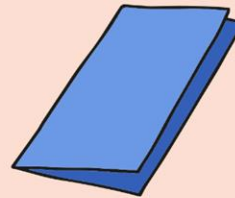
Scrunch



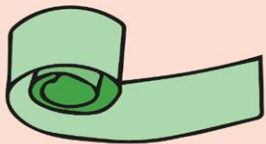
Zig-zag



Fold



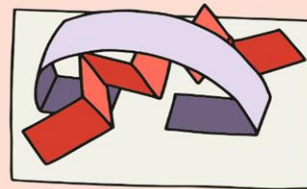
Spiral



Roll



Overlap



Twist



Tone



Crumple



Blend



Smudge

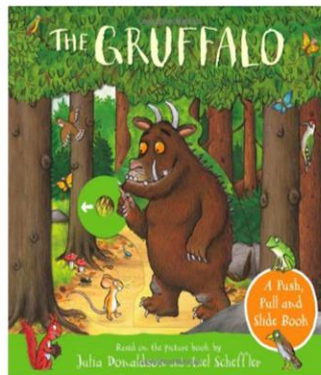
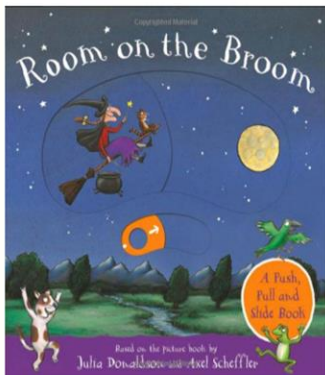


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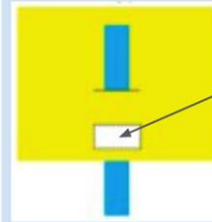
## Key People and Events

1750	The first movable books, called Harlequinades, had flaps which changed the stories and pictures..
1862	A German man called Lothar Meggendorfer made the first book with levers. The levers made different parts of the pictures move.



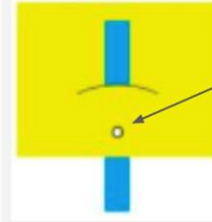
## Key Knowledge and Skills

Simple slider with guide



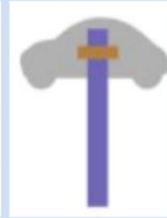
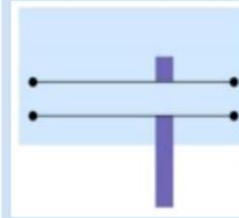
Guide or bridge

Simple lever

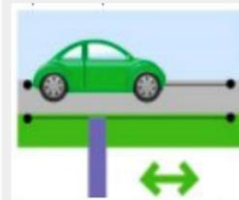


Paper fastener used as a pivot

Sliders move from side to side and up and down



Front view of slider



Rear view of slider



## Key Questions

What is your favourite mechanism in a book?

Can you describe how it works?

What makes that mechanism so effective?

Describe how your mechanism moves?

Can you improve your mechanism to make it move more smoothly?

Why is it important to create a background scene for your moving picture?

Moving story books allow you to move characters across different backgrounds.

