

Workshop Description

Moving Models

Title	Moving Models
Age group	KS2
Duration	60 - 90 minutes
Description	In this workshop children will be shown how the models and figures at Bekonscot are created and are introduced to some of the mechanisms used to animate our models. Pupils then have the opportunity to recreate some of these mechanisms by making their own moving models
National Curriculum	Design and Technology
	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts
	When designing and making, pupils should be taught to:
	Design Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
	Make Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Technical knowledge Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]



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Learning Objectives	To understand the design process used in creating a new model
	for the village
	To appreciate that different materials are suited to different
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	model types
	 To understand the mechanisms used to make Bekonscots
	models move
	 To create their own models using the mechanisms in use at
	Bekonscot
	 To provide foundation learning for extended D&T projects back
	at school
Differentiation	All children will appreciate that Bekonscot's models are created
	onsite from a variety of different materials and many of them
	use mechanical mechanisms to make them move
	 Most children will be able to recognize the mechanisms in use
	including levers, pulleys and cams
	 Some children will be able to apply this knowledge to the
	creation of their own models using these mechanisms
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