

Mechanisms: making things move

engineering

What you need: stiff card (A4 or cereal-box card), including pre-cut bases and input strips · split pins (paper fasteners) · scissors (pupil, round-tip preferred) · short wooden dowels or blunt wooden skewers · glue stick or sticky tape · pencils · Investigation Journal page · finished lever-and-linkage example for the hook and demo · finished cam toy (stretch reference only)

Words to use

Mechanism · Input · Output · Pivot · Cam · Follower

Our question

How does changing the input movement change what the output does?

I predict...because...

What we found out

Draw and label what you see

Labels I used

What happened to the output when you changed the input?

Which part of your mechanism transferred the movement along?
