

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 · finished lever-and-linkage example for the hook and demo · finished cam toy (stretch reference only)

Words to use

Input · Output · Pivot · Linkage

Our mechanism

One input movement makes a clear output movement, turning about at least one pivot.

Draw your mechanism. Label the input, the output and at least one pivot

Our input test

What we changed about the input	What happened to the output

Watching the movement path

Part	Stays still / turns about a pivot / moves in a straight line

One short note about what the mechanism does
