

Mechanisms - Making a moving monster

Design criteria	A set of rules to help designers focus their ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Input	The energy that is used to start something working.
Linkage	Lengths of material (for example, metal or card) that are joined together by pivots, so that the links can move as part of a mechanism.
Mechanical	Something that can move because several pieces work together like a machine.
Mechanism	A collection of parts that work together to create a movement, eg: a bicycle.
Output	Output is the motion that happens as a result of starting the input.
Pivot	The central point, pin, or shaft on which a mechanism turns or swings.
Survey	To ask a group of people questions about something and to use their answers to make improvements.

Key facts

Moving monster

What materials could you use to represent fur, scales and claws?

The four types of motion:



Linear motion.
Movement in a straight line in any one direction.



Reciprocating motion.
Movement in a straight line, back and forth, in any direction.



Rotary motion.
Movement in a circular motion.



Oscillating motion.
Movement in a curve, back and forth.