

# Design Technology Cycle B Y3 and 4

## Mechanical systems: Pneumatic toys



### Lesson 1

How well do pneumatic systems create movement within mechanisms?

*pneumatic system*



### Lesson 2

How can we use different types of diagrams to summarise information?

*cross-sectional diagram*



### Lesson 3

How can I design a toy that uses a pneumatic system?

*thumbnail sketch*



### Lesson 4

How can I create a pneumatic system for my moving toy?

*housing*



### Lesson 5

How can I test and finalise ideas against my design criteria?

*evaluate*

What will we be learning about over the coming weeks?