

## Mechanisms - Making a moving monster

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|------------------------|---|
| <b>Design criteria</b> | A set of rules to help designers focus their ideas and test the success of them.  |
| <b>Evaluation</b>      | When you look at the good and bad points about something, then think about how you could improve it.                                    |
| <b>Input</b>           | The energy that is used to start something working.   |
| <b>Linkage</b>         | 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. |
| <b>Mechanical</b>      | Something that can move because several pieces work together like a machine.  |
| <b>Mechanism</b>       | A collection of parts that work together to create a movement, eg: a bicycle.   |
| <b>Output</b>          | Output is the motion that happens as a result of starting the input.  |
| <b>Pivot</b>           | The central point, pin, or shaft on which a mechanism turns or swings.  |
| <b>Survey</b>          | 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.