	DT
WHITECOTE PRIMARY SCHOOL Inspire | Nurture | Challenge	**Topic: Pop Up Books**

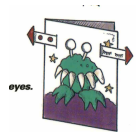| What I should already know	Vocabulary	

What I should already know

- That books will look different depending on who they are for.
- That books can have different mechanisms in them to create 3d effects.
- That pop up books are fun to read and look at.
- How to use scissors and how to fold paper.
- How to make a slider.
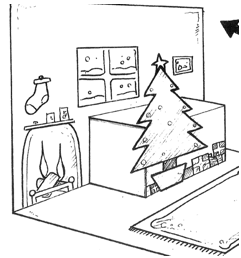
Key Knowledge

What is a pop-up book?
The term pop-up book is often applied to any book with three-dimensional pages. This includes pop-ups, transformations, flaps, pull-tabs, pop-outs, pull-downs, and more, each of which performs in a different manner. The pages are often made of cardboard rather than paper because it is stronger. The moving parts should be the focus of the page.

Pop up books can include a variety of mechanisms including:

Sliders
This paper mechanism involves pulling a tab and having a part of a scene move in a straight line in the same direction the tab is being pulled.

Mouth fold
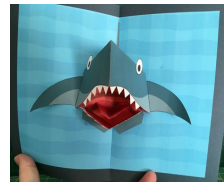A fold which creates an opening in the page to look like a mouth.
Box fold
A fold creates a 3d box on the page which a picture can be stuck on to.
Rotator
A card lever system which can be moved to make the picture rotate on the page

Lift the flap A separate piece of paper or card which can lifted to reveal something beneath
Paper Spring A series of folds which can be attached to a picture which will then spring off the page.

Vocabulary

Moving parts	The part of a book which moves such as pop ups, spinners, levers, lift the flap, etc
Mechanism	The way you are making something move
Joining	Attaching 2 things or more together
Purpose	Why you are doing it.
Pop-up book	A book with at least one pop up and other moving mechanisms
Design criteria	The reason for making the product which should include what it should do and the audience it is intended for
Model	A practice piece, usually made out of paper, which helps with making decisions about size, position, etc.
Design	A plan of what the finished article will look like
Evaluate	Making judgements about what works well, what could be improved against the design criteria