



## Modelling skills for DT – how designers communicate

One of the ways a designer develops and explains their ideas is through modelling.

Developing models is a way to improve your ideas.

Pop up books and cards entertain children and adults alike. They all start off as basic card mechanisms. You have experimented with these in week 15 to 17 isolation work the links for the videos are below.

To become more creative with your modelling in DT we want you to add to and improve card mechanisms for at least 1 hour for each activity. More practice means more confidence.

Can you develop the mechanisms by adding pop up outlines and features to the mechanisms to create interesting designs and tell a story or create surprise.

Watch each of the YouTube video tutorials then add design to the mechanism through colour and adding images.

Week 1 – Design Task

[https://youtu.be/zF5tl\\_3RAq8](https://youtu.be/zF5tl_3RAq8)

V fold Mechanism

[https://youtu.be/ZxI4A\\_o5G-U](https://youtu.be/ZxI4A_o5G-U)

Week 2 – Design task

<https://youtu.be/mAEcLTxrC1E?t=365>

<https://youtu.be/E576t5Y34x0>

Box fold Mechanisms

<https://youtu.be/HA-zqA4Xm-w>

<https://youtu.be/IASJ0s6J7K4>

Week 3 – Design Task

<https://youtu.be/WcvQtwdkJIE>

Pull Tab Mechanism

<https://youtu.be/4NiU6l1u8dc>

If you cannot get card you can use paper instead of card for the practice mechanisms, also substitute glue stick for tape and scissors where a knife is used.

You can request card for school.