



## Modelling skills for DT – how designers communicate

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

They use models to test ideas.

Pop up books and cards entertain children and adults alike. They all start off as basic card mechanisms.

To become more confident at modelling in DT we want you to make some card mechanisms for at least 1 hour for each activity. More practice means more confidence.

Watch each of the YouTube video tutorials and practice the skills.

Week 1 – V fold Mechanism

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

Week 2 – Box fold Mechanisms

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

<https://youtu.be/lASJ0s6J7K4>

Week 3 – Pull Tab Mechanism

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

More mechanisms here.

<https://youtu.be/wpAlZr32X3k>

<https://youtu.be/QObYM0HtClk>

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.

Can you develop the mechanisms by adding pop up outlines and features to the mechanisms to create interesting designs.