



Y6 DT - Automata toys

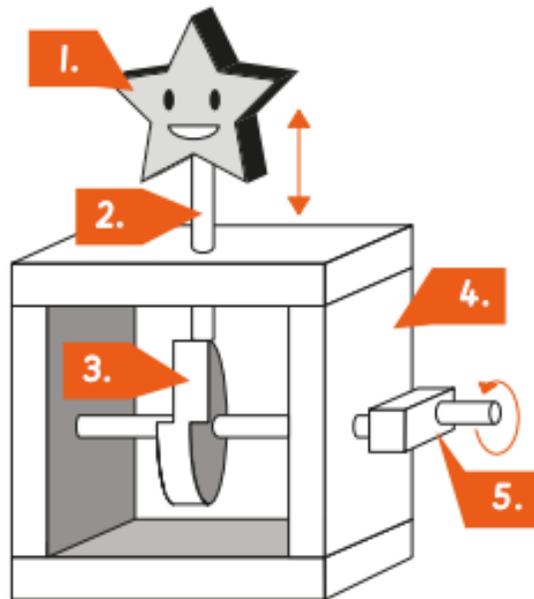
DT KNOWLEDGE ORGANISER – Autumn 2

Automata toys

Automata toys use a mechanical system of cams, axles and followers to create movement in a character or object.

Automata toy components:

1. Character
2. Follower
3. Cam
4. Frame
5. Axle attached to handle



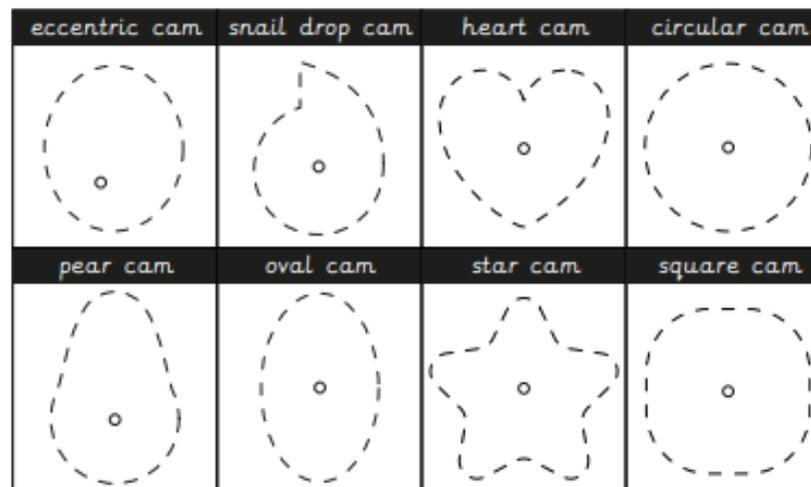
Substantive Knowledge

- To know which mechanisms are working together to make a mechanical system
- To understand that there are different directions of movement.
- To understand that mechanisms can change one type of movement to another.

Cams

The shape of the cam changes the movement of the follower. Cams can change rotational movement to linear movement.

Here are cam shapes:



Key Vocabulary

automata	A moving mechanical device which performs a range of functions according to a predetermined set of instructions.
axle	A rod or spindle passing through the centre of a wheel.
cam	A projection on a rotating part in machinery, designed to make sliding contact with another part while rotating an impart reciprocal or variable motion to it.
component	A part or element of a larger whole, especially a part of a machine or vehicle.
dowel	A projecting peg used for holding together components of a structure.
function	To work or operate in a proper or particular way.
mechanism	A system of parts working together in a machine.