My animated object



DESCRIPTION OF THE LEARNING SITUATION	MATERIAL	DURATION
Preparation		
Activity 1 My animated object: study of objects The students bring in a tool, kitchen implement or an object that contains a mechanism in order to observe it in class and share with their peers. The teacher suggests an initial analysis of the object.	Objects brought in by the students Student booklet, pages 1 and 2	45 minutes
Activity 2 Vocabulary and diagramming game The teacher suggests an association game to the students in order to develop their vocabulary. They must observe mechanisms from toys or other objects and associate them to diagrammed illustrations of mechanical parts.	Toy bank or objects with mechanical parts 5 card games about mechanisms	30-40 minutes
Activity 3 My animated object: diagramming Using photocopied mechanisms, the teacher initiates the students to diagramming. (S)he reviews the principal symbols to be used for the mechanism of their animated object (cam, lever, rotation and pivot).	Student booklet page 3	20 minutes
Preparation - Realisation		
Activity 4 The teacher invites the students to explore a cam and roller type mechanism in order to fully understand the movements it creates. They will then have the opportunity to use this mechanism to carry out their animated object (boat, crocodile, and mouse).	Annex 5: Exercise with cams Student booklet page 4	45 minutes
Realisation - Integration		
Activity 5 The teacher suggests different tales related to the subjects of activity 4.	School library or books from home.	15 minutes









Activity 6 First, the teacher reviews diagramming. Next, the students carry out a diagram of their solution on the sheet provided. Once the drawing has been judged complete by the teacher, the student goes on to the fabrication of his animated object using the materials put at his disposal. When his animation is ready, he presents it to another student in order to judge its efficacy. If needed, he improves upon it.	See guide page 8 Annexes 7 - 8 - 9	120 minutes