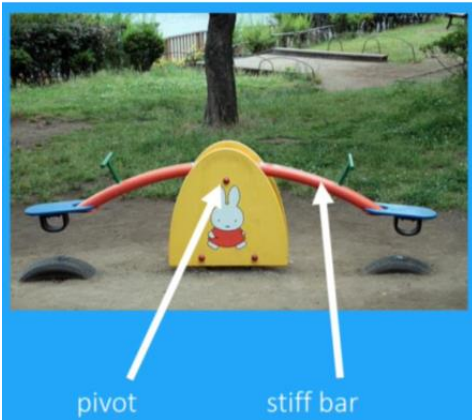




Pop-Up Books

In this unit, children will explore the wonderful world of pop-up books and will be learning how to use a range of mechanisms to bring pages to life, including levers, linkages, and hinges. They will work as a group to produce their very own pop-up book about the Egyptians for a younger audience.

Pop-up cards and books are fascinating. They appear to children and grown-ups alike. They vary immensely in terms of sophistication and complexity. The most basic card with a single, simple mechanism can make us smile, while a complete book with many different complicated mechanisms can leave us in awe at the precision and power of paper engineering.



Key Questions

- Why are pop-up books so popular?
- How can different card mechanisms create different sorts of movement?
- How can I make sure I create reliable card mechanisms?
- How can I develop graphic styles to match the needs of my audience?
- How can I decide which mechanisms to use in my final product?

Matthew Reinhart

Matthew Christopher Reinhart (born September 21, 1971) is an American writer and illustrator of children's pop-up books and picture books. His most recent books include *Frozen: A Pop-up Adventure* and *Lego Pop-up: A Journey to the Lego Universe*.

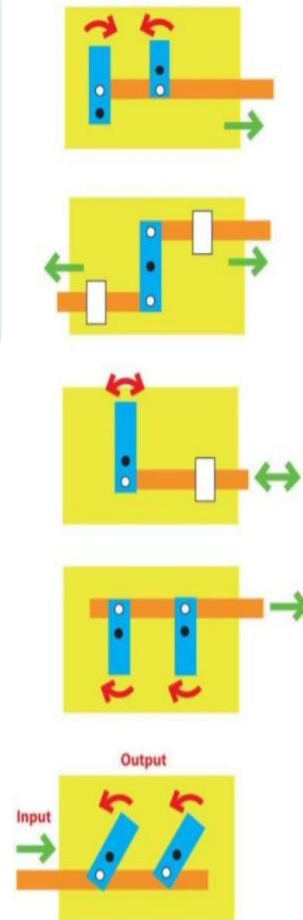


Did you know?

Did you know that the first children's pop-up books were invented in the 1700s?

That's over 300 years ago!

Lothar Meggendorfer was a well-known pop-up author in the 1800s.



Key Vocabulary

aesthetic	How an object or product looks.
design	To make, draw or write plans for something.
design criteria	To help designers focus their ideas and test the success of them.
hinge	A moveable joint or mechanism on which a door, gate, or lid swing as it opens and closes, or which connects linked objects.
input	The motion used to start a mechanism.
lever	A rigid bar which moves around a pivot.
linkage	A bar joining one or more levers to produce the type of movement required. The term 'linkage' is also used to describe the lever and linkage mechanism as a whole.
mechanism	A device used to create movement in a product.
motion	The movement an object makes when controlled by an input or output (e.g., left, right, up, down).
output	The motion that happens as a result of starting the input.
pivot	A shaft or pin which something turns.