

Year 1

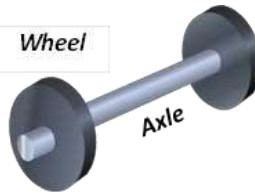


Knowledge Organiser: D&T - Mechanisms

Project ideas; Vehicles

Key Vocabulary

Mechanism	Wheel
Axle Holder	Friction
Chassis	Axis



Key Learning

Explore and use wheels, axles and axle holders.

Distinguish between fixed and freely moving axles.

Know and use technical vocabulary relevant to the project.

Skills

Design	Make	Evaluate
Design appealing products for a particular user based on simple design criteria.	Select and use simple tools and equipment to perform a job e.g. marking out, cutting, joining and finishing; cut, shape and join paper and card.	Explore and evaluate a range of products to determine the intended user's preferences for the product.
Generate initial ideas and design criteria through own experiences.	Select from a range of materials according to their characteristics to create a chosen product.	Evaluate their ideas throughout and finished products against design criteria, including intended user and purpose.
Develop and communicate these ideas through talk and drawings and mock ups where relevant.		

In Reception, you learnt how to;

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share your creations, explaining the process you have used.

Overview - Mechanisms

Wheels and Axles

Mechanisms are the parts that make something work.

Mechanisms are all around us! Most objects that help us in our lives are made up of different mechanisms.

Wheels and Axles are mechanisms that help things to move.

Wheels are circular objects that roll on the ground, helping vehicles and other objects to easily move.

Axles are rods that help wheels to rotate. The wheel can either rotate freely on the axle, or be attached to (and turn with) the axle.

