

Year 1 Design & Technology

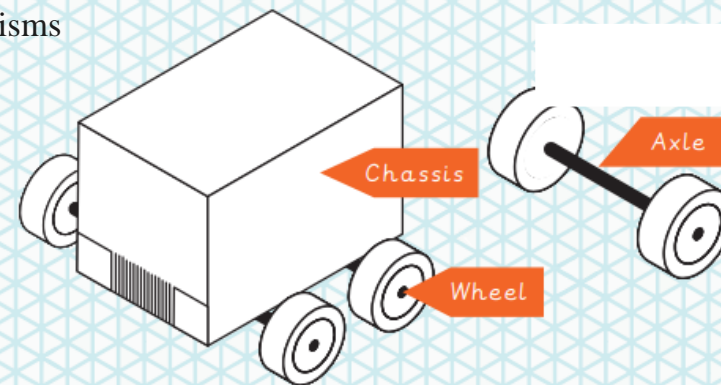
Mechanisms - Wheels and axles

Accurate	Neat, correct shape, size and pattern with no mistakes.
Axle	A long straight rod which connects to a rotating part (e.g. the wheels of a car).
Axle holder	The part of a mechanism which holds the axle steady.
Chassis	The body of a car.
Design	To make, draw or write plans for something.
Fix	To mend something so that it will work properly again.
Mechanic	A person who can build or mend vehicles or other machines.
Mechanism	Parts of an object that move together to make something work.
Model	A practise version that lets you test out your idea and see how it will look and work.
Test	To find out whether something works as it should.
Wheel	A circular object that turns round. It can be fixed to a vehicle like a car or bicycle to allow the vehicle to move easily over the ground.

Key facts



How do wheels move?
The wheels need to be round and balance the body of the vehicle.



The wheels need to be attached to an axle.
The axle needs to fit inside the axle holder but must not be attached to the axle holder otherwise the wheels will not turn properly.

Wheels are on many objects, not just vehicles.
Have you seen any of these?



Wheel

Axle

Axle holder

