

Design & Technology - Moving Vehicles



Knowledge Outcomes:

When designing and making, pupils should be taught to:

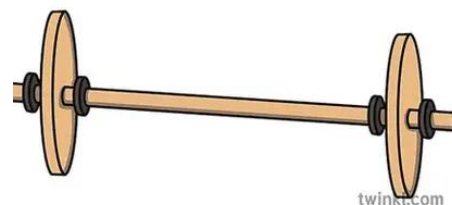
- Explore and evaluate a range of existing products
- Explore and use mechanisms (for example, wheels and axles) in their products
- Purposeful design, functional and appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups

Learning Journey:

- Can I explore and evaluate an existing product?
- Can I design an end product?
- Can I explore the best way to use an axle?
- Can I make a wheel mechanism and use it in my product?
- Can I make decisions about my product design and use an annotated sketch to show them?
- Can I use mechanisms to make a product?

Wider Curriculum:

The children will be looking at explorers and the impact that Neil Armstrong's journey had on the world.



Key Vocabulary

Spelling	Definition / Sentence
mechanism	Components acting together to make an action take place.
assemble	To fit or join together.
Wheel	Spins round a point to move an object.
rotary	Turning or able to turn.
annotate	To add written notes to a design.
Axel	A rod that passes through a wheel.

