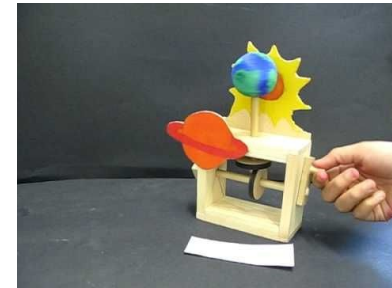




Key Vocabulary	
Cam	Part on a rotating axle that affects another moving part of machinery
Axle	A rod or spindle passing through the centre of a wheel.
Exploded diagram	A diagram or drawing that shows the relationship of parts to each other.
Measure	Identify the size, amount or degree of something using an instrument or device.
Toy	An object for a child to play with.
Lead	A tube or cylinder used to guide a rod or spindle.
Frame	A rigid structure used to support moving parts of a machine.
Glue	Substance used to permanently attach two materials together.
Reinforce	To make something stronger by supporting it with other material.
Rotation	A part of machinery that is able to turn or spin on purpose.



Resources	
<ul style="list-style-type: none"> • Paper • Pencil • Ruler • Goggles 	<ul style="list-style-type: none"> • Wood • Cams • Hacksaw • Bench-hook



What key knowledge will I have by the end of this unit?

I will know:

- How to design parts that will move in a diagram
- Draw exploded diagrams effectively
- Identify areas of weakness in a design
- How to choose appropriate pieces for specific purposes

What key skills will I have by the end of this unit?

I will develop the skill of:

- Measuring wood accurately
- Cutting wood safely and accurately
- Reinforce areas of weakness
- Creating moving parts that do not stick
- Making adjustments when parts do not align effectively

In Year 3:	In Year 4:	In Year 5:	
<p>Moving Cards</p> <p>We will create cards that can move using a range of linkages and levers. Our outcome will be a card that can be given to someone.</p>	<p>Roman Chariots</p> <p>We will create a solid frame that can support an axle and wheels, inspired by the chariots used during the Roman period.</p>	<p>Cam Toys</p> <p>We will use our knowledge of axles and frames to use one piece of machinery to move another, ensuring accurate measurements.</p>	