DT - Year 1/2 Summer 2 Cycle B
Mechanisms - Build a car

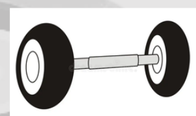
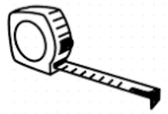
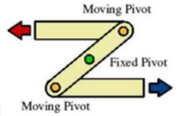
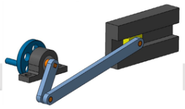
What do I already know?

- Safely use and explore materials, tools and techniques, experimenting with colour, design, texture and function.
- Share our creations, explaining the process that we have used.

I will know how to design and build a car by:

- exploring and creating products using mechanisms, such as levers, sliders, wheels and axles.
- explaining why I have chosen moving parts.
- using a range of tools and equipment to cut, shape, join and finish.
- with help, measuring and marking out to the nearest cm.
- begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.

Key Vocabulary

Axle		**is a bar on which a wheel or wheels turn.**
Lever		is one of the most basic forms of a machine. They help us lift loads with less effort.
Mechanism		**is the working or moving part of a machine.**
Measure		is working out the size of each material.
Pivot		**a rod or pin on which another part rotates, swings, or moves back and forth.**
Slider		something that slides.
Vehicle		**something used to carry and move people or things.**

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Mechanisms - Build a car

Designer focus (to be shared by teacher)

Frederick Bremer

Frederick William Bremer was born in 1872. He was an electrician, engineer and bicycle maker. He made the first British car that could move by itself. Before Frederick made his car, people used horses or walked to get around. His car looked a bit like a small carriage but had an engine that made it go without needing horses. His invention made people see that cars could be a great way to travel and helped make cars popular in England. He died in 1941.

Our brief: Design and make a moving vehicle to carry an egg safely across uneven ground.

Why have you chosen the moving parts?
Will your car keep the egg safe?