

## Topic

Mechanisms: Vehicles



**Holy Family Halewood**  
Year 1 and 2 Design Technology



## Topic

**Accurate:** Neat, correct shape and 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 ideas and see how it will look and work.

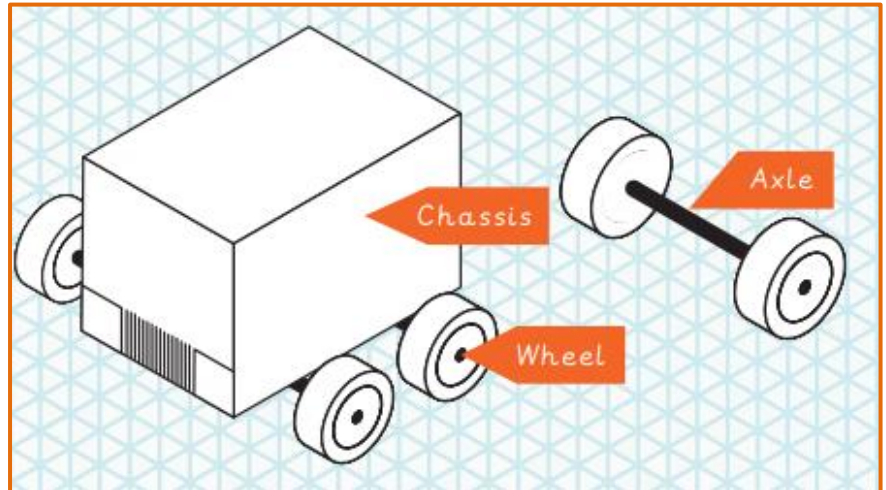
**Test:** To find out whether something works as it should.

**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

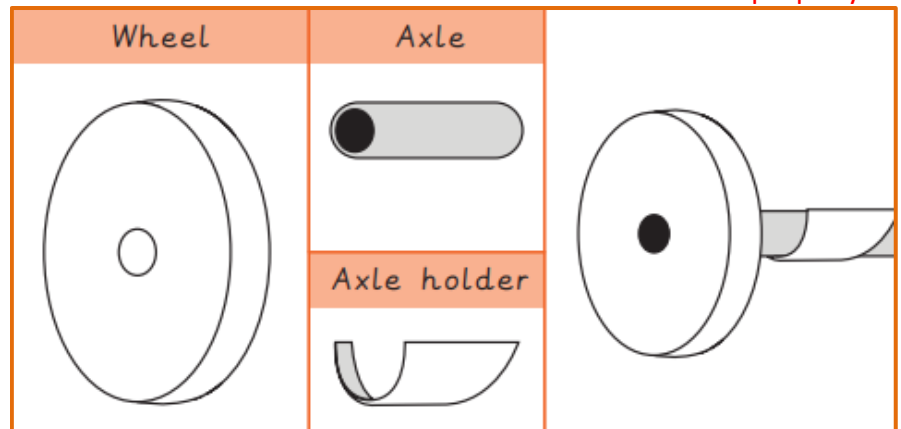
How do wheels move?

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?**



## Learning Objectives

- To understand how wheels move.
- To identify what stops wheels from turning.
- To design a moving vehicle.
- To build a moving vehicle.