

Year 2 - Mechanisms - Fairground Wheel - Term 2

Key Vocabulary

Axle	A long straight piece of material which connects to a rotating component (e.g. the wheels of a car).
Decorate	To add details to a design to improve its appearance.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Ferris wheel	A ride at a fairground which carries passengers around a large vertical wheel.
Ferris wheel pod	The container which carries passengers around the ferris wheel.
Mechanism	The parts of an object that move together as part of a machine.
Stable	Object does not easily topple over.
Strong	Something that is not easily broken (e.g. wood, brick, building).
Test	To find out whether something works as it should.
Waterproof	Material that does not allow water pass through it.
Weak	Something that is easily broken (e.g. eggshells).

Did you know?

The first ferris wheel to be built was called the Chicago wheel, in 1893 over 100 years ago!

It was over 80 metres tall.



The features of a ferris wheel.

Materials have different properties. Your ferris wheel design will need to be stable and strong. Which materials could you use?

	Bricks are made from clay. They are stiff and strong .
	Wood comes from trees. It is strong and flexible.
	Metal comes from ore, that is mined underground. It is strong and hard.

To know statements	✓ X
I know how to design and label a wheel, considering the designs of others and making comments about their practicality or appeal	
I know how to consider the materials, shape, construction and mechanisms of the wheel and labelling the designs	
I know how to build a stable structure with a rotating wheel and testing and adapting the design as necessary	
I know how to follow a design plan to make a completed model of the wheel	

What can you remember from previous units?

How can you make a stable structure out of paper, card and glue/tape?

What does assembly mean in design and technology?

Anything else you have learnt? What have you enjoyed?