

# Year 1 - Structures - Constructing Windmills - Term 1

## Key Vocabulary

<b>Client</b>	The person who you are designing something for.
<b>Design</b>	To make, draw or write plans for something.
<b>Design criteria</b>	A set of rules to help you with your ideas and test the success of them.
<b>Evaluation</b>	When you look at the good and bad points about something, then think about how you could improve it.
<b>Net</b>	A flat 2D shape, that can become a 3D shape once assembled.
<b>Stable</b>	Object does not easily topple over.
<b>Strong</b>	It doesn't break easily.
<b>Structure</b>	Something that has been made and put together. For example, a building, bridge, chair, table.
<b>Test</b>	To find out whether something works as it should.
<b>Weak</b>	It breaks easily.
<b>Windmill</b>	A structure with sails that are moved by wind.
<b>Windmill axle</b>	The point from which the turbine or sails move.
<b>Windmill structure</b>	The part that makes the windmill stand up.
<b>Windmill turbine</b>	The parts that move in the wind.

There are lots of different types of windmill around Britain.  
Have you seen any of these before?



The three main parts of a windmill:

Remember to think about what your client, the mouse, will like! He will be living in the windmill and will need to be happy.

What can you remember from previous units?  
What have you used glue and tape for before?  
Have you ever made anything that can stand up by itself?

Anything else you have learnt? What have you enjoyed?

To know statements	✓ X
I know about some features and a design that would appeal to the character within a given story	
I know how to make stable structures from card, tape and glue which will eventually support the turbine	
I know about historical and contemporary uses of windmills and cutting and assembling components with accuracy	
I know how to make a functioning turbines and axles which are assembled into the main supporting structure.	
I know what is good about the structure and what could be done better	