

Design Brief: Design, make and evaluate a toy car for themselves for playing with.

End Point Knowledge and Skills – DESIGN

- Generate initial ideas and simple design criteria through talking and using own experiences.
- Develop and communicate ideas through drawings and mock-ups.

End Point Knowledge and Skills – MAKE

- Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing.
- Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.

End Point Knowledge and Skills – EVALUATE

- Explore and evaluate a range of products with wheels and axles.
- Evaluate their ideas throughout and their products against original criteria.

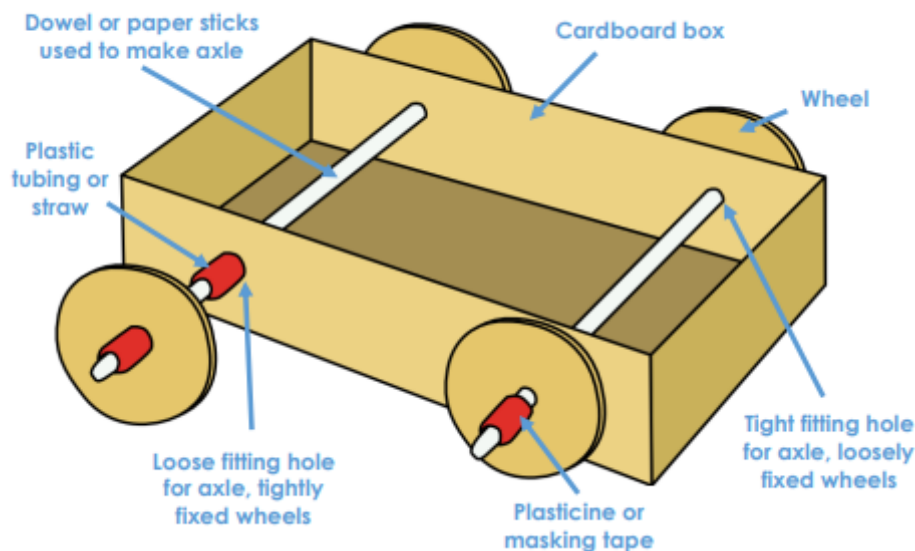
Technical Knowledge and Understanding

- Explore and use wheels, axles and axle holders.

Key Vocabulary

vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used design, make, evaluate, purpose, user, criteria, functional

Two different ways to fix wheels



Types of wheels



Wood/card/MDF



Plastic



Cotton reels



Foam covered reels