



Year 2 – Summer – DT – Pupil Knowledge Organiser



What do I already know?		What am I learning now?	
<ul style="list-style-type: none"> Designing is to think up and plan something based on a specific purpose. We develop several designs, so that we can select the most suitable. Simple mechanisms move in different ways for example round and round. Slider and levers are examples of simple mechanisms. We can join materials using a range of methods, e.g. glue, staples, stitching. 		<ol style="list-style-type: none"> What are wheels and axles and where do we find them? How do wheels and axles move? What affects how a toy car moves? What should my toy car look like and how will it work? How can I make a toy car with wheels and axles? How well does my toy car work? <div> </div>	
		Design, Make, Evaluate	Key Vocabulary
<p>Wheels and axles work together to make things move.</p> <p>A vehicle is something that moves things from one place to another.</p> <p>There are two types of axle:</p> <p>Free axles have a loose-fitting axle holder and tight, fixed wheels.</p> <p>Fixed axles have a tight-fitting axle holder with loose fitting wheels.</p> <p>When making our own vehicle with a free axle, there are different ways to hold it:</p> <p>Clothes peg</p> <p>Card bracket</p> <p>Card or plastic straw/tube.</p> <p>Friction will slow wheels and axles down.</p> <p>Friction happens when things rub together.</p>		<p>In Design and Technology, we follow a process:</p> <p>design</p> <p>Come up with ideas based on who will use our product and what for.</p> <p>make</p> <p>Safely assemble, join and combine materials.</p> <p>evaluate</p> <p>Discuss what is good and what can be improved, based on who will use the product and what for.</p>	<p>mechanism</p> <p>Parts that work together in a machine.</p> <p>wheel</p> <p>A round object that turns and helps something move.</p> <p>axle</p> <p>A straight rod that goes through the centre of a wheel and helps it turn.</p> <p>chassis</p> <p>The frame or base on which a vehicle is built.</p> <p>axle holder</p> <p>The part through which an axle fits and rotates.</p> <p>free axle</p> <p>An axle which is fixed to the wheels.</p> <p>fixed axle</p> <p>An axle which is fixed to the chassis.</p> <p>friction</p> <p>The force between two surfaces that slows things down when they rub together.</p> <p>surface</p> <p>The outside or top layer of something, like a floor or road.</p> <p>movement</p> <p>The action of something changing place or position.</p>