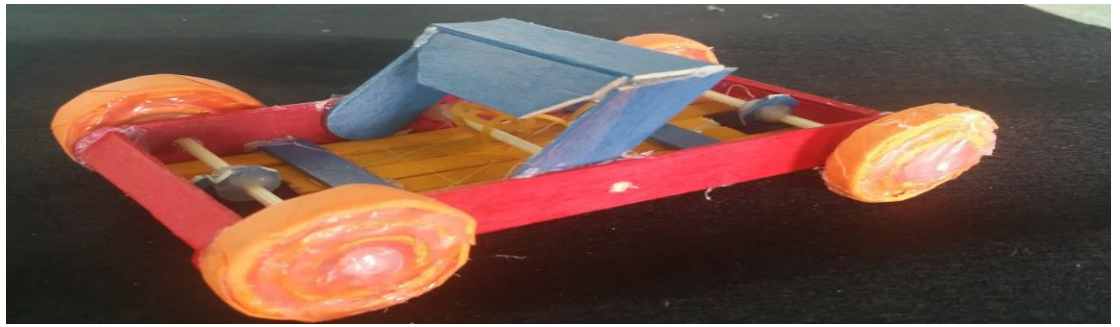


Knowledge Organiser: Design Technology - Moving Cars

Key Vocabulary:

design
criteria
shape
measure
join
material
fasten
structure
stability
test
evaluate
suitability
chassis
axle
wheels
body
mechanism



This half term, children will be learning about inventions and inventors. As part of this project the children will learn about cars and how they have changed and improved over time. The children will be learning about the main parts of cars and they will also be designing and making their own model car with a moving mechanism.

Key Knowledge: Cars

There are different designs or kinds of cars e.g. racing cars, sports cars.

Cars have changed a lot over time.

All cars have a chassis, body, an axle and wheels.

The chassis is the frame underneath the car on which everything is attached.

A car axle is the steel rod that connects wheels to the car and allows them to turn.

Wheels make it easy for the car to move.

The body of a car is the top part that sits on the chassis.

Mechanisms are something that make something move.

Key Knowledge: Design Technology

Design: generate ideas from what we know about cars and moving vehicles.

Develop and communicate ideas by talking and drawing

Construction:

Choose materials based upon suitability.

Practise joining materials to make and strengthen products.

Measure, mark out, cut and shape materials and parts.

Make a simple winding mechanism.

Use finishing to make my car look like my designs.

Evaluation: Say what went well and how my model could be improved.

