

Waterbeach Community Primary School Curriculum Capture for Year 2 Design Technology: Wheels and Axels

Key Knowledge			
 What is the main purpose of different vehicles? There are different types of vehicles: Car Lorry Bus Minibus Taxi Fire engine Police car Ambulance Vehicle are used for transporting people or goods e.g. a lorry transports good to the supermarket, a car transports people to work 		What are the main parts of a vehicle? Vehicles have many features that are the same but can have features that differ: • Headlights • Wing mirror • Windows/ windscreen • Number plate • Brake lights/ back lights • Open top or closed top Key parts that help to make the vehicle move: • Wheels • Chassis • Axles	
Making a vehicle			
Design	Make		Evaluate
 Look at and handle a range of toy vehicles and think about what makes them appealing. Look at and handle a well made and not so well made vehicle toy to help make a list of criteria for an appealing vehicle toy. Create a design to follow when making a 	 Choose the materials needed. Paint the base layer of your vehicle. Cut the axel to size using a saw. Attach axel to the chassis of the vehicle. Attach wheels to the end of each axles. Add on decoration details e.g. windscreen, light, number plates. 		 Talk about what went well; how appealing the vehicle is and how well th vehicle meets the criteria made in the design stage. Talk about any adaptations made and why. Talk about how to improve next time.

Vocabulary Vehicle An object used for transporting people or goods Wheel A circular object that revolves on an axle and is fixed below a vehicle or other object to enable it to move easily over the ground. Chassis The base frame of a car or other wheeled vehicle. Axle A rod or spindle (either fixed or rotating) passing through the centre of a wheel or group of wheels. Appealing Attractive or interesting. Attach Join or fasten (something) to something else.

Key Skills

vehicle.

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Generate, develop, model and communicate ideas through talking, drawing templates and mock-ups.

Select from and use a range of tools and equipment to perform practical tasks such as cutting, joining and finishing.

Select from and use a wide range of materials and components according to their characteristics.

Explore and evaluate a range of existing products

Evaluate ideas and products against design criteria.