Year D Design and Technology

Year 2 – Transport Vehicles

In this project children will:

Explore and evaluate a range of wheeled products such as wheeled toys.

Observe the number, size, position and methods of fixing wheels and axles. Eg How do they think the wheels move? How do they think the wheels are fixed on? Why do they think the product has this number of wheels? Why do they think the wheels are round?

Draw an example of a wheeled product, stating the user and purpose, and labelling the main parts e.g. body, chassis, wheels, axles and axle holders.

• Read a story or non-fiction book that includes a wheeled product eg Fix it Duck

Use this to introduce relevant vocabulary and to emphasise user and purpose.

Design Brief - To make a wheeled transport vehicle



By the end of this project pupils will know-

A free moving axle with fixed wheels can be used to make model vehicles.

How will I do this?

- Propose more than one idea for their vehicle
- Use drawings to record ideas as they are developed and add notes to drawings of their design to help explanations.
- Discuss their work as it progresses starting to use technical vocabulary to explain the mechanism of the axle and wheel
- Join materials in a variety of ways.
- Know some ways of making structures for the body of the vehicle
- Discuss how well their finished vehicle moves and looks.

KEY VOCABULARY

vehicle, wheel, axle, axle holder, chassis, body, cab, assemble, cut, join, shape, finish, fixed, free, moving, mechanism, saw, wood, design, make, evaluate.