



Assemble	To fix all parts together.
Design	To make, draw or write plans for something.
Design criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Mechanism	A system of parts working together.
Model	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.

Accurate	Neat, correct shape, size and pattern with no mistakes.
Axle	A long straight rod which connects to a rotating part (e.g. the wheels of a car).
Axle holder	The part of a mechanism which holds the axle steady.
Chassis	The body of a car.
Test	To find out whether something works as it should.
Wheel	A circular object that turns round. It can be fixed to a vehicle like a car or bicycle to allow the vehicle to move easily over the ground.

Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing

Use a range of simple tools to cut, join and combine materials and components safely

Ask simple questions about existing products and those that he/she has made

Build structures, exploring how they can be made stronger, stiffer and more stable

Use wheels and axles in a product

