



Design criteria	A set of rules to help designers focus their 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.
Input	The energy that is used to start something working.
Linkage	Lengths of material (for example, metal or card) that are joined together by pivots, so that the links can move as part of a mechanism.
Mechanical	Something that can move because several pieces work together like a machine.
Mechanism	A collection of parts that work together to create a movement, eg: a bicycle.
Output	Output is the motion that happens as a result of starting the input.
Pivot	The central point, pin, or shaft on which a mechanism turns or swings.

Function	How something works.
Man-made	Made by people.
Mould	To form different shapes out of soft, squishy materials.
Natural	Found in nature e.g. spider's web, sheep's wool.
Stable	Object does not easily topple over.
Stiff	A material or object that does not bend easily (e.g. wood).
Strong	Something that is not easily broken (e.g. wood, brick, building).
Structure	Something that has been made and put together and can usually stand on its own (e.g. a building, a bridge, a chair).
Test	To find out whether something works as it should.
Weak	Something that is easily broken (e.g. paper, egg shells).

The four types of motion:

<p>Linear motion Movement in a straight line in any one direction.</p>	<p>Reciprocating motion Movement in a straight line, back and forth, in any direction.</p>	<p>Rotary motion Movement in a circular motion.</p>	<p>Oscillating motion Movement in a curve, back and forth.</p>
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