

## End Points

### Year 1 – Making a wheeled toy



#### What I know and can explain

- To know that wheels need to be round to rotate and move.
- To understand that for a wheel to move it must be attached to a rotating axle.
- To know that an axle moves within an axle holder which is fixed to the vehicle or toy.
- To know that the frame of a vehicle (chassis) needs to be balanced
- To know some real-life items that use wheels such as wheelbarrows, hamster wheels and vehicles.
- Designing a vehicle that includes wheels, axles and axle holders, that when combined, will allow the wheels to move.
- Creating clearly labelled drawings that illustrate movement
- Testing wheel and axle mechanisms, identifying what stops the wheels from turning, and recognising that a wheel needs an axle in order to move.
- Adapting mechanisms, when:
  - they do not work as they should.
  - to fit their vehicle design.
  - to improve how they work after testing their vehicle.

#### Useful vocabulary

axle  
axle holder  
chassis  
design  
evaluation  
fix  
mechanic  
mechanism

model  
test  
wheel

