



Engage
(max 5 mins)

**What are the different aspects of the TASC wheel?
Which aspects have we already completed?**

WALT - explore the use of mechanisms to make an object move

Context - wheels and axels

Success Criteria:

- I understand that wheels and axels are mechanisms.
- I understand that wheels and axels make things move.
- I can make an aeroplane using my design.
- I can make my plane move using my knowledge of wheels and axels
- I can evaluate my design
- I can ask a friend to evaluate my design



mechanisms TASC wheel
evaluate wheels axles Implement

What is a mechanism?

Mechanism - components acting together to make an action take place.

In order to make something move, you will need to make a **mechanism**. An example is wheels and axles.

Correctly label the mechanism.

WHEELS




AXLE

Recap

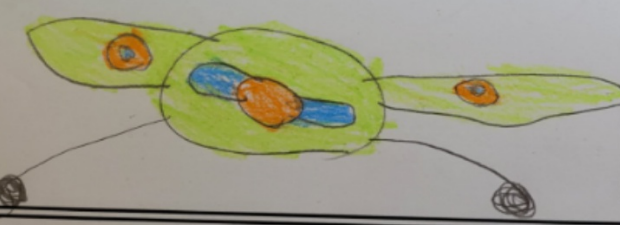
Talk your partner through your design.

Design an aeroplane. It must include wheels and axels so that it moves



How many ideas can I think of? Generate

My finished design. Label the parts

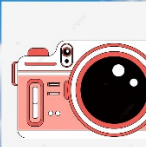
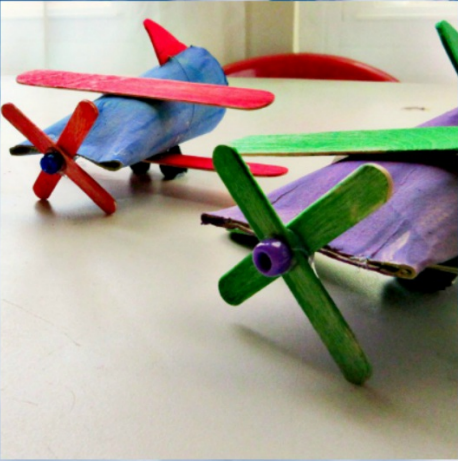


List the materials you need :

- Paint
- wheels
- glue
- Card Bond
- straw
- propeller

Evaluate my product

Implement Time



Evaluate my product.



I think went well in my design.

I really liked

If I was to make my model again, next time I would

