

What we should be able to do and/or know by the end of the unit:

Consider the designs of others and make comments about their practicality or appeal.
 Consider the materials, shape, construction and mechanisms of their wheel.
 Label their designs.
 Build a stable structure with a rotating wheel.
 Test and adapt their designs as necessary.
 Follow a design plan to make a completed model of the wheel.

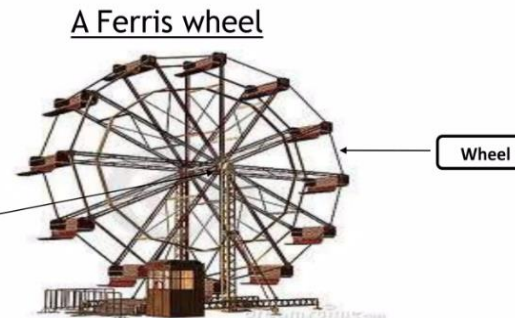
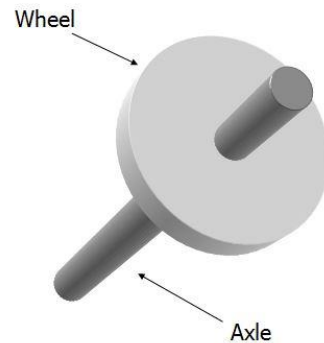
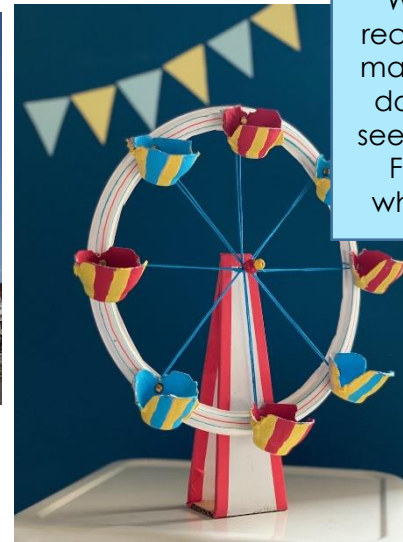
What we are going to learn (Los)

- To explore wheel mechanisms and design a wheel.
- To select appropriate materials suitable for my Ferris wheel design.
- To build and test a moving wheel.
- To make and evaluate a structure with a rotating wheel.

Designing a Ferris Wheel

Key vocabulary

wheel	A circular object that revolves in a circular motion.
Ferris wheel	An amusement park ride, where people sit in pods that stay upright on a rotating wheel.
Pods	The seats that people sit on in a Ferris wheel. They don't rotate with the wheel so people are always facing upright.
axle	A pin or shaft that holds a wheel in place but allows it to move.
axle holder	The object holds the axle in place.
frame	Holds the whole mechanism in place so it doesn't move where it's not suppose to.
mechanism	A system of parts working together to make a machine.



Key skills or knowledge

Design	<ul style="list-style-type: none"> • Selecting a strong system to make the desired motion; In this case, a rotating wheel in a circular motion. • Designing a wheel.
Make	<ul style="list-style-type: none"> • Selecting materials according to their characteristics; strength, flexibility, etc. • Following a design brief.
Evaluate	<ul style="list-style-type: none"> • Evaluating different designs; Testing and adapting a design to make it better.