PULLEYS AND GEARS – RED SQUIRREL CLASS

Key Vocabulary				
pivot	To turn on a central point.			
motion	Movement from one place to			
	another.			
	Something that uses related			
mechanism/	components which act together to			
mechanical	create a movement.			
systems				
oscillating	Swinging from side to side in an			
motion	arc, e.g. a pendulum in a clock.			
	Moving forwards and backwards in			
reciprocating	a straight line, e.g. cutting with a			
motion	saw			
linear	Moving in a straight line, e.g. paper			
motion	trimmer			
rotary	Turning round in a circle, e.g. a			
motion	wheel.			



<u>Gears</u>

Gears are toothed wheels that lock together and turn one another. The wheels are usually different sizes so that one gear speeds up to slow down the next gear. Gears are also used to change the direction of movement.

If the first gear wheel is smaller (and has fewer teeth) than the second one, then the second gear (bigger) doesn't have to move as quickly to keep up with the smaller gear. So the second gear wheel turns more slowly than the first.

<u>**Pulleys**</u> Pulleys are like gears but the two wheels do not lock together. Instead, the wheels are joined by a belt. Pulleys can be used to change the speed, direction or force of a movement.



Design Brief	Design Criteria	Generating Ideas	Prototype	Make the Product	Evaluation
A planning document that explains <u>what</u> the project is, <u>how</u> it will be achieved and the <u>time frame</u> that it needs to be made in.	Tells you what a product must do to be successful.	Exploring different products and thinking about how they could be adapted. Creating an annotated sketch of your idea.	The first example of what the real thing will look like. It is used for testing, development and evaluation.	Using the annotated sketches and prototypes to help create your product.	Checking that the product meets the design criteria and has achieved its purpose.
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