

## DT

# Structures: constructing a windmill Y1

### What I should already know

- To know that a mechanism is the parts of an object that move together.
- To know that a slider mechanism moves an object from side to side.
- To know that a slider mechanism has a slider, slots, guides and an object.
- To know that bridges and guides are bits of card that purposefully restrict the movement of the slider.



### Sticky Knowledge

That the sails or blades of a windmill are moved by the wind.

That windmills are used to generate power and were used for grinding flour.

That a structure is something built for a reason.

That stable structures do not topple.

That adding weight to the base of a structure can make it more stable.

### Vocabulary

Client	The person who you are designing something for.
Design	To make, draw or write plans for something.
Design Criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points of something, then you think about how you can improve it.
Net	A flat 2D shape, that can become a 3D shape once assembled.
Stable	Object that doesn't easily topple over
Strong	It doesn't break easily
Structure	Something that has been made and put together. For example, a building, bridge, chair or table.

### Technical skills

- Finding the middle of an object.
- Puncturing holes.
- Adding weight to a structure.
- Creating supporting structures.
- Cutting evenly and carefully.
- Evaluating and improving a product.

