

Where does this learning link to aspirations for the future?

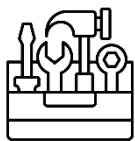
Mattel are the makers of hot wheels cars. Toy design and production is a job you could do in the future.

In DT, we follow this five step process.

Research



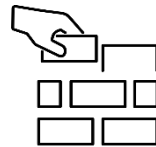
Skills



Design



Make

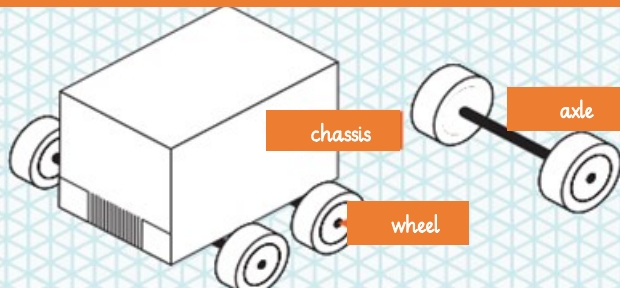


Evaluate



How do wheels move?

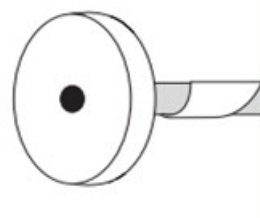
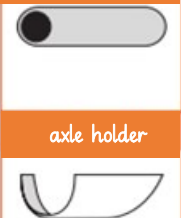
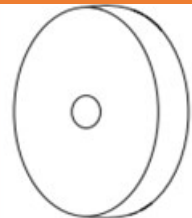
The wheels need to be round and balance the body of the vehicle.



Wheels need to be attached to an axle. The axle needs to fit inside the axle holder but must not be attached to it, otherwise the wheels will not turn.

wheel

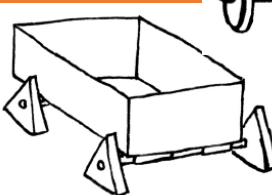
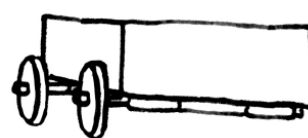
axle



Wheels are on many objects, not just vehicles.



Why won't they work?



## Glossary

- accurate** Neat, correct shape, size and pattern with no mistakes.
- axle** A long straight rod which connects to a rotating part (e.g. the wheels of a car).
- axle holder** The part of a mechanism which holds the axle steady.
- chassis** The body of a car.
- design** To make, draw or write plans for something.
- fix** To mend something so that it will work properly.
- mechanic** A person who can build or mend vehicles or other machines.
- mechanism** Parts of an object that move together to make something work.
- model** A practise version that lets you test out your idea and see how it will look and work.
- test** To find out whether something works as it should.
- wheel** A circular object that turns round. It can be fixed to a vehicle like a car or bicycle to allow the vehicle to move easily over the ground.