Design & Technology Roman Chariots Year 4

| Key Vocabulary | | | |
|------------------|--|--|--|
| Wheel | Round flat object that rotates around an axis; invented in the stone age. | | |
| Axle | A rod or spindle passing through the centre of a wheel. | | |
| Exploded diagram | A diagram or drawing that shows the relationship of parts to each other. | | |
| Measure | Identify the size, amount or degree of something using an instrument or device. | | |
| Chariot | Two wheeled vehicle pulled by horses used in military or construction in the past. | | |
| Durable | A trait that shows an object is strong or sturdy; will not break. | | |
| Frame | A rigid structure used to support moving parts of a machine. | | |
| Glue | Substance used to permanently attach two materials together. | | |
| Reinforce | To make something stronger by supporting it with other material. | | |
| Rotation | A part of machinery that is able to turn or spin on purpose. | | |







| In Year 3: | In Year 4: | In Year 5: | |
|--|-------------------------|---|--|
| Moving Cards We will create cards that can move using a range of linkages and levers. Our outcome will be a card that can be given to someone. | an axle and wheels, in- | Cam Toys We will use our knowledge of axles and frames to use one piece of machinery to move another, ensuring accurate measurements. | |

Resources

- Paper
- Pencil
- Ruler
- Goggles

- Wood
- Cams
- Hacksaw
- Bench-hook



What key knowledge will I have by the end of this unit?

I will know:

- How to design parts that will move in a diagram
- Draw exploded diagrams effectively
- Identify areas of weakness in a design
- How to choose appropriate pieces for specific purposes

What key skills will I have by the end of this unit?

I will develop the skill of:

- Measuring wood accurately
- Cutting wood safely and accurately
- Reinforce areas of weakness
- Creating moving parts that do not stick
- Making adjustments when parts do not align effectively
- Testing products for durability