

Tier 3 Vocabulary

Vehicle		something in which people or goods are carried from one place to another
Wheel		Is a circular object which turns on an axle, used to move a vehicle.
Bus		a large vehicle used for carrying passen- gers
Lorry		A large motor vehicle used for carrying goods by road
Bike		A bicycle or motorcycle
Car		A type of passenger motor vehicle
Scooter	1	A type of vehicle with two small wheels and a flat board
Van		A closed vehicle for carrying goods
Forward		towards to front or ahead
Pedal		a lever on a car or bicycle that you push with your foot
To pedal		to make something move using a pedal
Move		to change place or position
Cardboard		very thick card , used for making boxes
Plastic		a man-made substance that is light and strong that can be moulded into different shapes
Wood		the substance that forms the trunk and branches of a tree

D&T skills

Design

- I can design a vehicle that moves.
- I can develop my ideas through drawing.
- I can talk about my design.

Make

- I can select from and use a wide range of materials.
- I can select from and use a range of tools and equipment to perform practical tasks.
- I can cut different materials using scissors
- I can join different materials together using tape or glue

Evaluate

- I can explore and evaluate a range of existing products.
- •I can evaluate my design.

Technical Knowledge

•I can explore and use mechanisms - wheels and axles

Key Facts

A circular object which turns on an axle, used to move a vehicle is a	wheel
Something in which people or goods are carried from one place to another is a	vehicle
A rod in the centre of a wheel ,which turns around is an	axle
The frame onto which the body of a vehicle is built is \boldsymbol{a}	chassis
To find out as much as possible about something is to	investigate
To build or make something is to	construct
To fix two or more materials together is to	join
To draw something that can be built or made is to	design
The elements of which something is made or can be made is called the	material

Pictures and Diagrams







