 **Longships sequence of learning – DT Year B**

**Autumn term – Mechanisms: wheels and axles**

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| Unit outcomes | | | |
| Pupils who are **secure** will be able to:   * Explain that wheels move because they are attached to an axle. * Recognise that wheels and axles are used in everyday life, not just in cars. * Identify and explain vehicle design flaws using the correct vocabulary. * Design a vehicle that includes functioning wheels, axles and axle holders. * Make a moving vehicle with working wheels and axles. * Explain what must be changed if there are any operational issues. | | | |
| Key vocabulary | | |
| axle  axle holder  chassis  diagram  dowel  equipment  mechanism  wheel | | |
| Lesson 1 | | Lesson 2 | Lesson 3 | Lesson 4 | |
| [Lesson 1: How do wheels move?](https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-1/mechanisms-wheels-and-axles/lesson-1-how-do-wheels-move/) | | [Lesson 2: Fixing broken wheels](https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-1/mechanisms-wheels-and-axles/lesson-2-fixing-broken-wheels/) | [Lesson 3: Designing a vehicle](https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-1/mechanisms-wheels-and-axles/lesson-3-designing-a-vehicle/) | [Lesson 4: Wacky races](https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-1/mechanisms-wheels-and-axles/lesson-4-wacky-races/) | |
| To understand how wheels move | | To identify what stops wheels from turning | To design a moving vehicle | To build a moving vehicle | |

**Spring term – Structures: constructing a windmill**



