Our Lady and St Edward's Knowledge	Year 6- Design and	Summer	Mechanisms: Winches and Pulleys
Organiser	technology		
Outcome: Look at winches and pulleys to move cargos on and off ships. Design and make their own mechanism to move items from place to another.			
Key Knowledge		Key Vocabulary	
<ul> <li>To understand now pulleys function.</li> <li>To define different types of pulleys.</li> <li>To understand the function of a winch in a pulley system.</li> <li>To explore how a pulley system can make the movement of cargo easier and more efficient for the crew of a ship.</li> <li>To design a model pulley system.</li> <li>To create a model pulley system.</li> <li>To evaluate your model pulley system.</li> <li>To choose appropriate materials for your model.</li> <li>To test the efficiency of your model.</li> <li>Reflect on your work and adapt it to improve.</li> </ul>		<ul> <li>Puney. A wheel with a grooved time around which a cord passes, which acts to change the direction of a force applied to the cord and is used to raise heavy weights</li> <li>Winch: A hauling or lifting device consisting of a rope or chain winding round a horizontal rotating drum, turned typically by a crank or by motor.</li> <li>Cargo: Goods carried on a ship, aircraft, or motor vehicle</li> <li>System: A set of things working together as parts of a mechanism or an interconnecting network; a complex whole</li> <li>Model: A three-dimensional representation of a proposed structure, typically on a smaller scale than the original.</li> <li>Materials: The matter from which a thing is or can be made.</li> <li>Evaluate: Decide if your design or structure meets its purpose.</li> <li>Design: A plan or drawing to show the look and function of a building or other object before it is made.</li> <li>Force: In physics, a force is an influence that can change the motion of an object.</li> <li>Load: A heavy or bulky thing that is being carried or is about to be carried.</li> <li>Newtons: The amount of force required to move a mass of 1 KG.</li> <li>Axles: A rod or spindle (either fixed or rotating) passing through the centre of a wheel or group of wheels.</li> <li>Belt: A rod or spindle (either fixed or rotating) passing through the centre of a wheel or group of wheels.</li> <li>Spool: A cylindrical device on which film, magnetic tape, thread, or other flexible materials can be wound; a reel.</li> <li>Tension: The state of being stretched tight.</li> </ul>	
Key Information about Winches and Pulleys		Health and Safety	
What is a winch? A winch is a mechanical device that is used to pull in or let out or otherwise adjust the tension of a rope or wire rope. In its simplest form, it consists of a		Pupils should be taught to work safely when using sharp tools and equipment, such as scissors. knives and solvents.	
spool attached to a hand crank. What is a pulley? A pulley is a wheel that carries a flexible rope, cord, cable, chain, or belt on its rim. Pulleys are used individually or in combination to transmit power and motion. Pulleys with grooved edges are called sheaves. In belt drives, pulleys are attached to shafts at their axles, and power is transmitted between the shafts by endless belts running over the pulleys.		Cutpur Outpur Fullys retate in the same direction.	
What I should already know:		By the end of this unit, I will know:	
<ul> <li>Give an example of something that uses a pulley or wine</li> <li>To plan and design their winch or pulley</li> <li>To know how the pulley system and a winch works.</li> </ul>	ch	Understand and use mecha Apply knowledge of how to Design a structure with me using sketches and labelled Design a structure with mo Generate design ideas thro proto-types and computer a Select from a range of mate Measure, mark and cut cor design.	anical systems in their product. strengthen and reinforce more complex structures chanisms to control movement Generate ideas d diagrams. ving mechanical parts. ough discussion with peers, sketches, diagrams, aided design. erials and components for their functional properties. nponents accurately with a ruler test and adapt