

Food - Fruit and vegetables

| | |
|--------------|--|
| Blender | A machine that mixes ingredients together into a smooth liquid. |
| Carton | A container made out of card which holds liquid products such as milk and orange juice. |
| Fruit | The part of a plant that contains seeds. |
| Healthy | When everything in your body and head feels good. |
| Ingredients | Items that make up a mixture, for example, foods that make a recipe. |
| Peel | The tough skin around certain fruits and vegetables, such as oranges. |
| Peeler | A tool which helps you to remove the tough skin off fruits and vegetables. |
| Recipe | A set of instructions for making or preparing a food item or dish. |
| Slice (verb) | To cut pieces off something with a knife. |
| Smoothie | A combination of fruits and vegetables blended together to make a smooth drink. |
| Stencil | A shape which you can draw around. |
| Template | A stencil which you use to help you draw a shape more easily on to different materials. |
| Vegetable | Parts of plants that can be eaten by people as food. The parts may be the leaves, roots or stem. Vegetables do not contain any seeds |



You should try to eat five portions of fruit and vegetables every day!

Key facts

Fruits



Apples



Oranges



Strawberries



Bananas

Vegetables



Potatoes



Broccoli



Onions



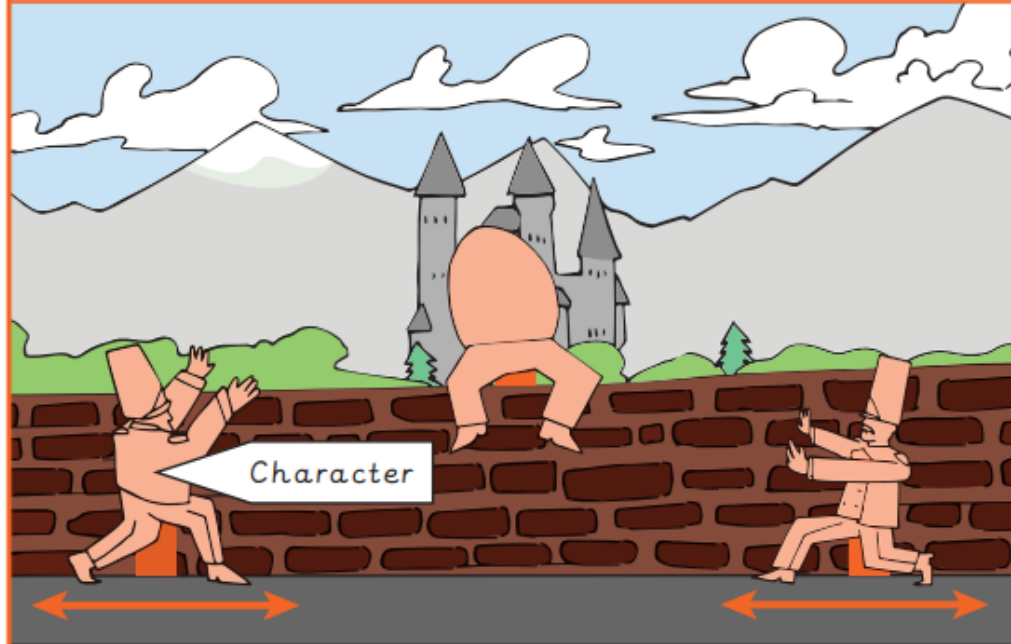
Carrots

Mechanisms - Making a moving story book

| | |
|-----------------|---|
| Assemble | To fix all parts together. |
| Design | To make, draw or write plans for something. |
| Design criteria | A set of rules to help you with your ideas and test the success of them. |
| Evaluation | When you look at the good and bad points about something, then think about how you could improve it. |
| Mechanism | A system of parts working together. |
| Model | A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work. |
| Sliders | Something that can move from side to side or up and down. |
| Stencil | A shape which you can draw around. |
| Target audience | A person or particular group of people at whom a product is aimed. |
| Template | A stencil which you use to help you draw a shape more easily on to different materials. |
| Test | To find out whether something works as it should. |

Key facts

Moving story books allow you to move characters across different backgrounds.



Page orientation. Which way around is your page?

Landscape

Portrait

Remember the key words for describing movement!

| | | | |
|----|------|------|-------|
| | | | |
| Up | Down | Left | Right |

Structures - Constructing a windmill

| | |
|--------------------|--|
| Client | The person who you are designing something for. |
| Design | To make, draw or write plans for something. |
| Design criteria | A set of rules to help you with your ideas and test the success of them. |
| Evaluation | When you look at the good and bad points about something, then think about how you could improve it. |
| Net | A flat 2D shape, that can become a 3D shape once assembled. |
| Stable | Object does not easily topple over. |
| Strong | It doesn't break easily. |
| Structure | Something that has been made and put together. For example, a building, bridge, chair, table. |
| Test | To find out whether something works as it should. |
| Weak | It breaks easily. |
| Windmill | A structure with sails that are moved by wind. |
| Windmill axle | The point from which the turbine or sails move. |
| Windmill structure | The part that makes the windmill stand up. |
| Windmill turbine | The parts that move in the wind. |

There are lots of different types of windmill around Britain.

Have you seen any of these before?



Key facts

The three main parts of a windmill:



Remember to think about what your client, the mouse, will like! He will be living in the windmill and will need to be happy.



Textiles - Puppets

| | |
|-------------|---|
| Decorate | To add details to a design to improve its appearance. |
| Design | To make, draw or write plans for something. |
| Fabric | A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material. |
| Glue | A sticky liquid that can join two things together. |
| Model | A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work. |
| Hand puppet | A toy that you can make move by putting your hand inside it |
| Safety pin | A 'U' shaped pin with a cap where the needle slots in securely after fastening. |
| Stencil | A shape that you can draw around. |
| Technique | A way of doing something to complete a task. |
| Template | A stencil which you use to help you draw a shape more easily on to different materials. |

Did you know?

Puppets were first invented over 3,000 years ago in Egypt.

They were made out of clay.

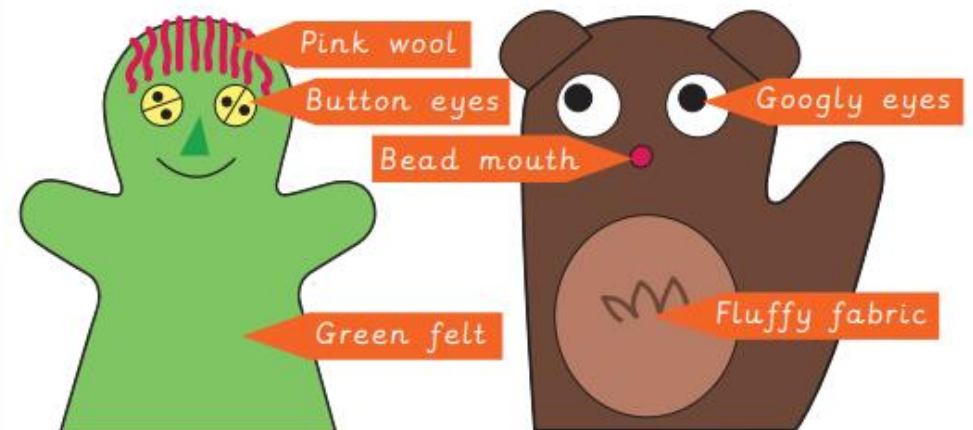


Key facts

You will use a variety of techniques to create your puppet including cutting, gluing, stapling and pinning.



What colour fabric will you choose for your puppet?
 What colour hair will your puppet have?
 What kind of eyes, nose and ears will your puppet have?

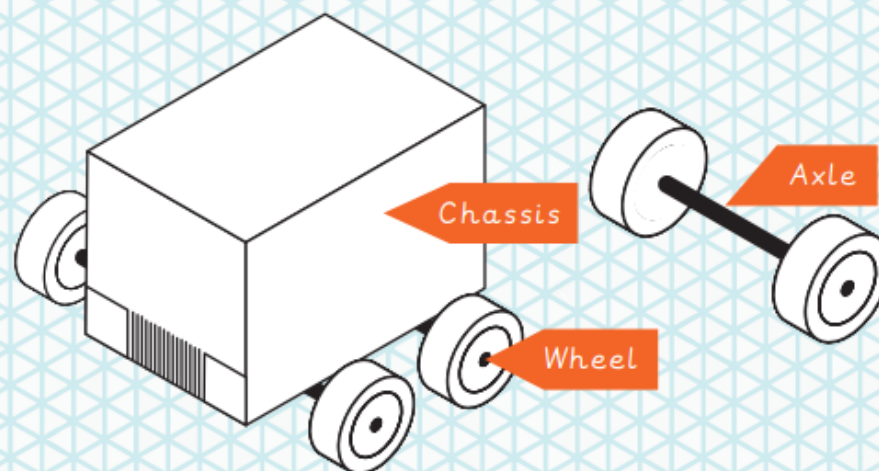


Mechanisms - Wheels and axles

| | |
|-------------|---|
| 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 again. |
| 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. |

Key facts

How do wheels move?
The wheels need to be round and balance the body of the vehicle.



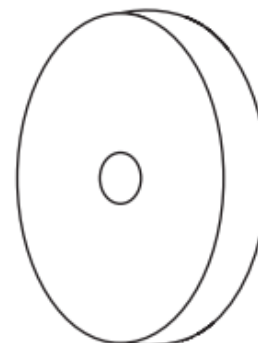
The wheels need to be attached to an axle.
The axle needs to fit inside the axle holder but must not be attached to the axle holder otherwise the wheels will not turn properly.

Wheels are on many objects, not just vehicles.
Have you seen any of these?



Wheel

Axle



Axle holder

