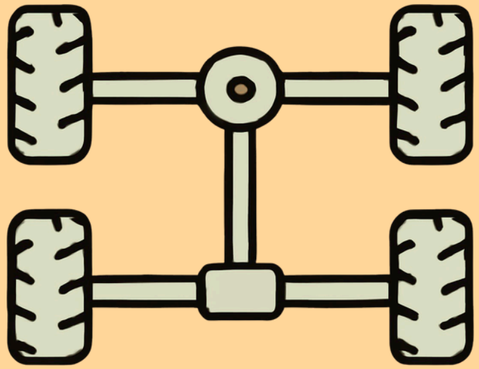
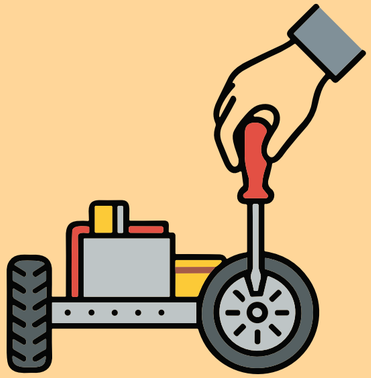
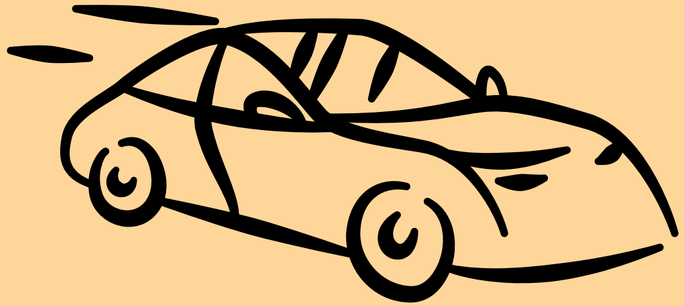
Design and Technology Knowledge Map

Mechanical Cars

How can we design and build a car that moves smoothly and efficiently?







The skills I need:

- Generating and communicating ideas
- Understanding mechanisms and movement
- Constructing with precision
- Improving and refining

Distance	The space between two points.
Durable	Strong, lasts a long time without breaking.
Flexible	Easily bent or squashed without breaking.
Inclined plane	A flat surface that is tilted at an angle.
Non-renewable	A resource that cannot be replaced once used up, e.g. gas or oil.
Recycled	Used before and turned into something new.
Renewable	A natural resource that does not run out, e.g. wind or sun.
Rigid	Stiff and does not bend easily.