

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.



There are lots of different types of windmill around Britain.

Have you seen any of these before?



Vocabulary

Client—The person who you are designing something for.

Design—To make, draw or write plans for something.

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. E.g. chair, table, bridge.

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.

What I will know:

- I will know what a windmill and a net is
- I will be able to describe the purpose of structures
- I will be able to understand the importance of clear design criteria
- I will follow instructions to cut and assemble a windmill using an axle
- I will know that I can adapt materials to improve the strength and stiffness of structures
- I will know that cylinders are a strong structure used for windmills and lighthouses
- I will be able to test my structure and adapt it if necessary

What I already know:

- Children know the importance for good health of physical exercise and a healthy diet, and talk about ways to keep healthy and safe.