

YEAR 5 D.T: MECHANISMS – PULLEYS AND GEARS KNOWLEDGE ORGANISER -

Overview

Gears and Pulleys

Mechanisms are the parts that make something work.

-Mechanisms are all around us. A set of related mechanisms used to create movement is called a mechanical system.

-Gears are toothed wheels (cogs) that lock together and turn one another. When one gear is turned the other turns as well.

The wheels are usually different sizes, so that one gear speeds up to slow down the next gear. They therefore increase the power of a turning force.

-Pulleys are like gears, but the wheels do not lock together. The wheels are instead joined together by a drive belt. Pulleys can be used to affect the speed, direction or force of a movement.





Example Mechanisms			
	Flag/Flagpole	- <u>A flag being raised/ lowered</u> on a flag of a pulley mechanism in action. The the user fits into a groove in wheels a the flagpole. This switches the direct to lift/ lower the flag up and o	e rope or belt pulled by at the top and bottom of ion of the force needed
	Can Opener	-A can opener is an example of a gea When you turn the handle, it turns traction gear. The notches in the gear lip of the can. As the wheel moves are the cutting wheel on the other side o	a small, round, metal allow it to grip onto the bund the rim of the can, f the lip opens the can.
	Bicycle Gears	mechanism in action. The size of the gears (and number of teeth) determines how many times the rear wheel turns for every pedal stroke. A lower, easier gear (small chain ring, big cog) helps the user to accelerate faster, whilst a higher, harder gear (big chain ring, small cog)	
Healt			

Designing

Below are some of the main considerations of a design process for a toy vehicle. Chassis, Axle, Wheels

-You will need to draw on your prior knowledge of chassis, axle and wheel systems. The chassis is the frame or base on which the vehicle is built. The chassis should include axle holders. Your axle needs to be strong enough to hold the wheels, and fit freely in the axle holder. Consider the materials of your wheels.

Gears and Pulleys

-The vehicle can run using either a gear or pulley mechanical system.

-In either case, you need to understand the ratio (how often larger wheels turn in relation to smaller pulleys). With gears, this can be done by counting the number of teeth (see right).

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As a part of the design process, you should be able to sketch and annotate different ideas. You should also be able to plan the main stages of making, using either a checklist, a storyboard, or a flowchart.

output.

backwards (output).



Health and Safety

-Remove any jewellery and tie back long hair. Wear an apron.

-Follow guidelines for working with electrical equipment.

-Walk safely and calmly around the classroom/ workshop.

Keep your work area and floor area clear - keep your belongings well clear.



Teeth	Ratio (spins)
nd 16	2:1
nd 24	3:1
nd 24	1:1
nd 40	5:1

Key Vocabulary

Mechanism

Mechanical System

Gear

Pulley

Lever

Cogs

Force

Drive Belt

Driver

Follower

Motor Spindle