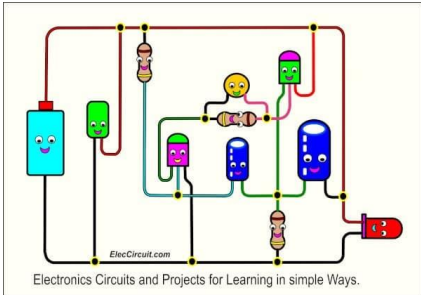


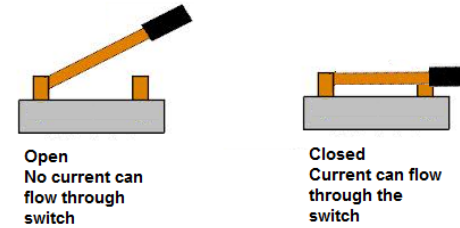
**Circuit Diagram**



*A picture which represents the circuit.*

When we design our toy we need to make a **circuit diagram** first.

**Circuit switch**



*A switch that controls whether a circuit is open or closed.*

A **circuit switch** can be used to switch something on or off.

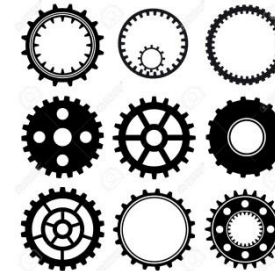
**Design Brief**



*A written description of what a project should do or what is needed*

We need to write a **design brief** before we can make our object.

**Gears**



*Rotating mechanisms that mesh together using cut teeth.*

His bike had 6 **gears** which controlled the speed he could travel at.

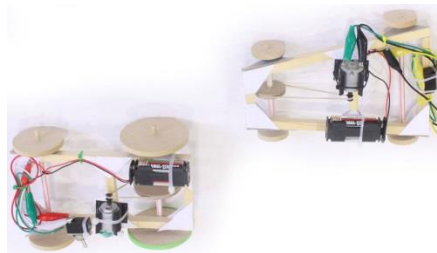
**Mechanical system**



*A circuit with moving parts.*

Most toys that move will have a **mechanical system** built inside them.

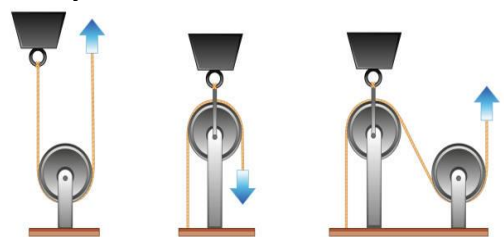
**Motor**



*A component that moves when electric possess through it.*

Most toys that move will have a **motor** that is powered by Electricity/Batteries.

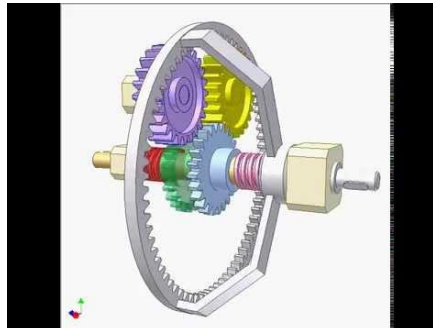
**Pulley**



*A wheel on an axle that helps/ supports something to move.*

By making a **pulley**, the children were able to hoist the heavy load up to their tree house.

**Rotation**



*Turning around a centre.*

The action of **rotating** about an axis or centre.