

## Year 6 Design and Technology: Fairground Rides

### Unit Vocabulary –

user	a person who uses something
purpose	the reason why something is done or created
design brief	a document or set of instructions that outline what the purpose of a project is and what is required
design specification	a list of characteristics a product must have
research	investigating something to gain more information about it
design features	characteristics that meet an intended user and purpose
prototype	an original model of a product from which improvements, upgrades or fundamental changes can be made
evaluate	to judge something against a set of criteria
functional qualities	how something works
aesthetic qualities	how something looks
measure	to calculate the size, amount or degree of something
mark out	to outline a particular section or area
cut	to divide something into pieces using a sharp implement
assemble	to make something by fitting together different components
join	to hold two components together physically
finish	to complete the decoration of something by giving it an attractive appearance
components	a part that when put together makes a product
input	the trigger that makes a system do what it is supposed to do
process	the part of a system that receives a signal from the input components and then tells the output components what to do
output	the part of the system that does the work
electrical system	an electric system consists of all the elements needed to distribute electrical power

## Different types of Movement

Fairground Rides are all about movement. There are 4 different types of movement:

- **Linear Motion** – in one direction only



- **Rotary Motion** – in a circular path in one direction only

- **Reciprocating Motion** – in a straight line one way and then the other way



- **Oscillating Motion** – in a circular path, first one way and then the other way

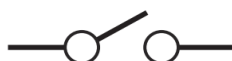
[www.data.org.uk](http://www.data.org.uk)



motor



open switch



closed switch



cell



wire

