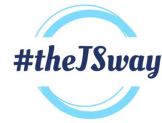


## Year 1 Knowledge Organiser - Creating a Windmill



There are lots of different types of windmills around Britain. Have you seen any of these before?

### Did you know?

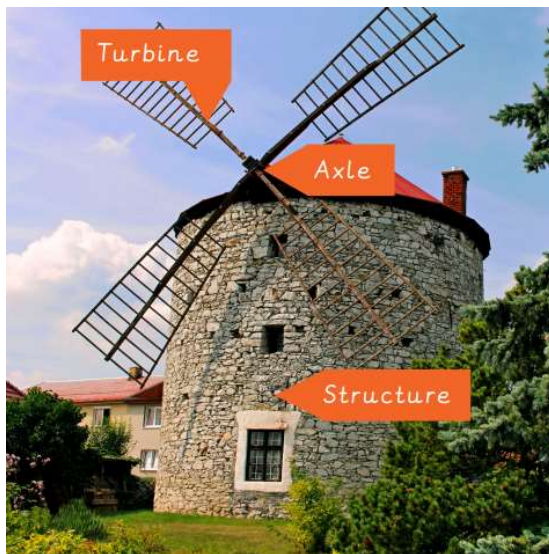


### Key vocabulary

- Client** - The person who you are designing something for.
- Design** - To make, draw or write plans for something.
- Design criteria** - A set of rules to help you with your ideas and test the success of them.
- Evaluation** - When you look at the good and bad points about something, then think about how you could improve it.
- 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. For example, a building, bridge, chair, table.
- Test** - To find out whether something works as it should.
- 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.

### Key Facts:

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.

