

## Structures - Constructing a windmill

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|--------------------|--|
| 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.   |

There are lots of different types of windmill around Britain.

Have you seen any of these before?



## 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.

