

Project glossary

automaton

A mechanical object or model that seems to move on its own, often using a cam mechanism.

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axle

A rod that allows wheels to rotate to help a vehicle or machine move easily.

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cam

A mechanism used to change rotational movement into up and down movement made up of a cam wheel, an axle and a follower.

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circular cam

A cam that is fixed at an off-centre position to produce a smooth, continuous up and down movement.

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design criteria

The goals that a project must achieve to be successful.

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follower

Part of a mechanism that follows the movement of another part.

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heart cam

A cam that results in jerky, irregular up and down movement.

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lever

A mechanism consisting of a rigid bar that rotates around a fixed point, called a fulcrum or pivot, such as in a seesaw.

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linkage

A mechanism that combines the slider and lever mechanisms, such as in a scissor lift.

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machine

A device that makes physical tasks easier by changing the direction or magnitude of a force.

mechanism

A system of parts that work together in a machine.

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pear cam

A cam that results in the follower remaining still for half a turn before gently lifting and falling.

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rotation

A circular movement.

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slider

A mechanism that moves from side to side or up and down and is often used to make moving parts in books.

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snail cam

A cam that results in the follower remaining still for half a turn before gently rising and suddenly falling.

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wheel

A circular object connected to an axle that is used to make a vehicle move.