Structures - Constructing a windmill

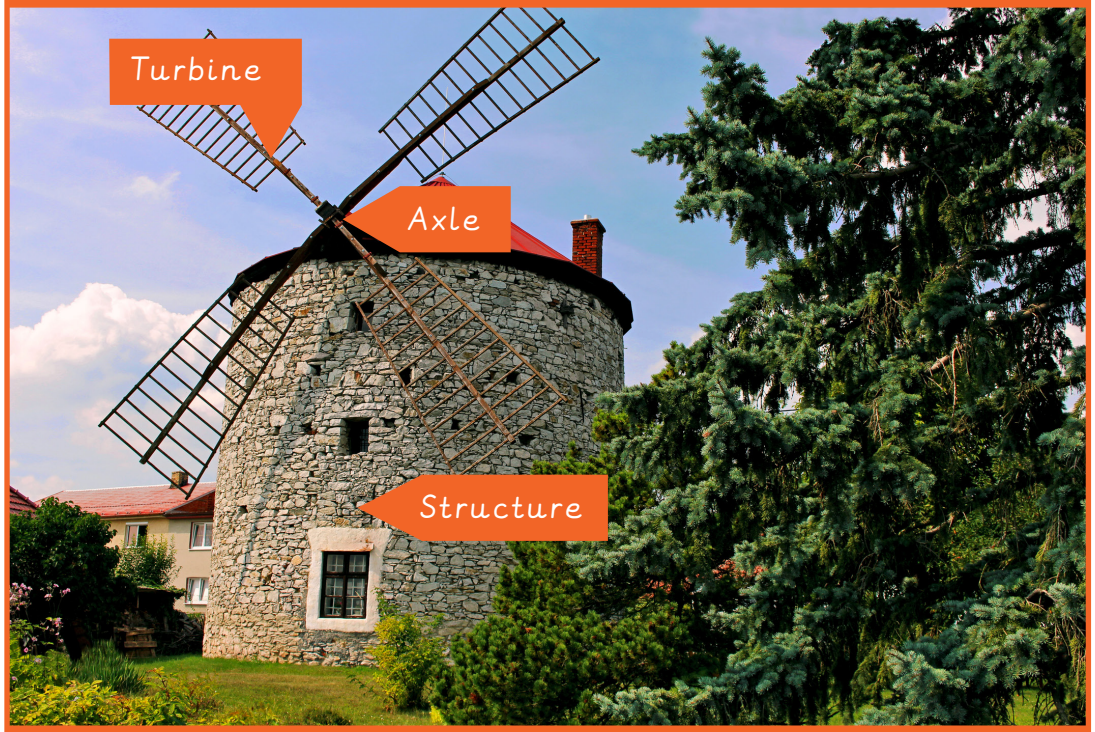
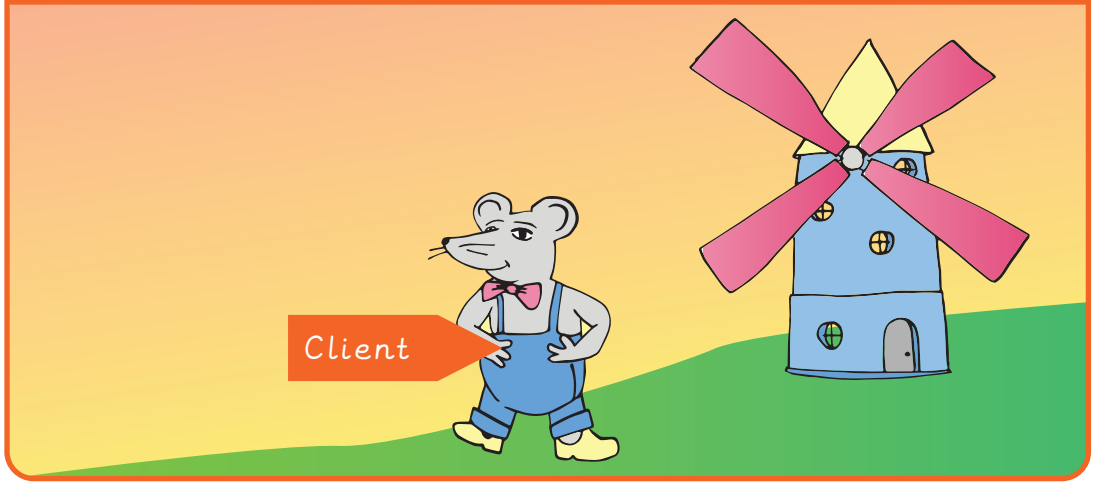
Client	The person who you are designing something for.
Design	To make, draw or write plans for something.
Design criteria	A set of rules to help you with your ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve 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.