

# Project glossary

## **compound machine**

A machine that uses a combination of simple machines, such as a pair of scissors.

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## **effort**

The force used to make something move.

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## **first-class lever**

A lever that has its fulcrum between the load and the effort, such as a seesaw.

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## **force**

A push or a pull.

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## **friction**

The force between two surfaces as they move across each other.

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## **fulcrum**

A fixed point around which a lever pivots.

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## **inclined plane**

A simple machine consisting of a slope between two levels.

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## **lever**

A simple machine consisting of a rigid bar that pivots on a fixed point called a fulcrum.

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## **load**

The weight lifted by a machine.

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## **prototype**

A first example of a machine or product that is created to see if a design will work.

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## **pulley**

A simple machine consisting of a small wheel over which a rope or chain attached to an object can be easily pulled or released.

**pyramid**

A structure with a square or triangular base and sloping sides used as a royal tomb in ancient Egypt.

**rigidity**

The quality of being stiff, fixed, or impossible to bend.

**score**

To make a mark or shallow cut on the surface of something hard with a pointed tool.

**screw**

A simple machine consisting of a long, inclined plane, called a thread, that is placed around a cylinder.

**second-class lever**

A lever that has its load between its fulcrum and the effort, such as a wheelbarrow.

**simple machine**

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

**third-class lever**

A lever that has its effort between the fulcrum and the load, such as a pair of tongs.

**wedge**

A simple machine that consists of a triangular tool that is thick at one end and thin at the other.

**wheel and axle**

A simple machine that consists of a bar connected to the centre of a wheel that allows or causes it to turn.