

MAKER SKILLS LIBRARY

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Maker Skill: Wheel and Axle

To create a wheel and axle mechanism, you'll need an axle - a dowel or another stick-like object such as a skewer or pencil will work, a straw that your axle can fit through, tape or glue, and wheels. This example uses two plastic wheels, but wheels can be made of cardboard, bottle caps, or anything small and round.

1. Cut the skewer or dowel to the length of axle needed. Cut the straw so that it is a bit shorter than the dowel.



2. Place a dowel through the straw. Fasten one wheel on the end of the dowel (not the straw!). You can use tape, glue, a rubber band, or pipe cleaner to secure the wheel to the axle and hold it in place.



3. If creating a vehicle or something similar, add another wheel to the axle. Secure the other wheel on the other end of the dowel.



4. You can use your wheel(s) and axle by either attaching the straw to another piece of material, like the base of a vehicle. The axle should spin freely inside of the straw, allowing the wheel to turn independently of the material it is attached to.

