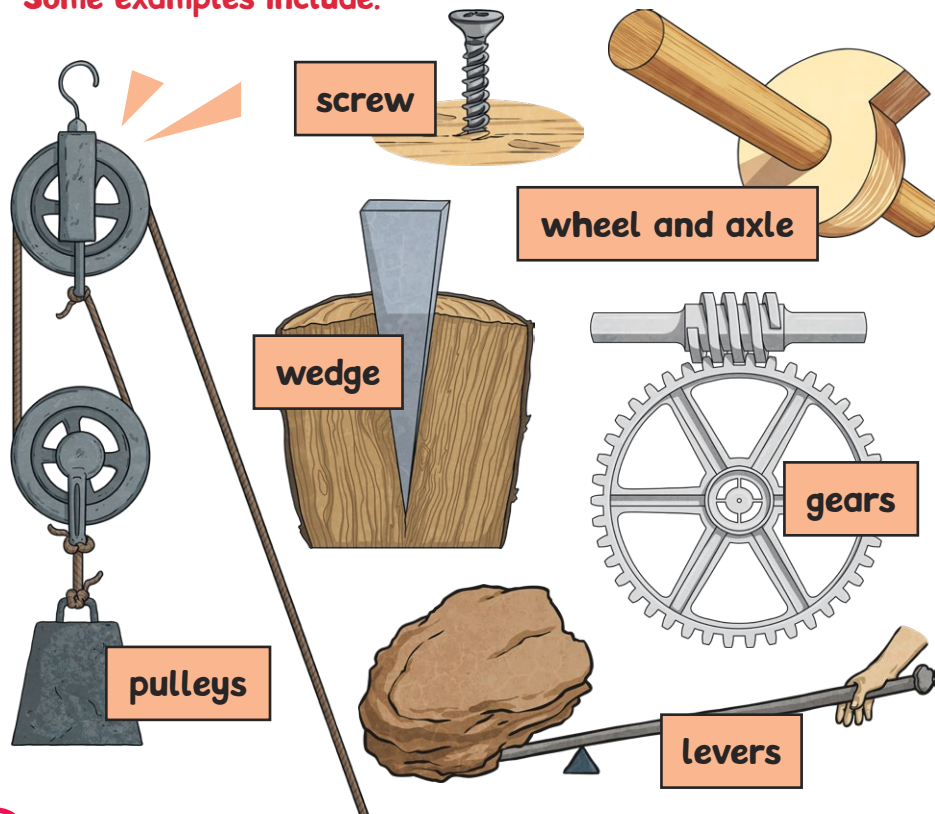


What Are Mechanisms?

Mechanisms are tools or devices that are designed to help us by reducing the amount of effort or **force** required to achieve a greater **force** or movement.

There are various types of **mechanism** that help reduce the effort needed to produce a strong **force**.

Some examples include:



Mechanisms Through History

Mechanisms have been used throughout history, including by some of the earliest civilisations.

It's believed that the workers who built the pyramids in ancient Egypt may have used **mechanisms** such as **levers** and **pulleys** to move the massive stones used in their construction.



The crank system is believed to have been first documented in ancient China and later refined by early Islamic civilisations. This **mechanism** uses rotational **motion** to lift heavy objects.

Levers

Levers are **mechanisms** consisting of a rigid bar that **pivots** around a fixed point, allowing a smaller **force** to lift a larger load.

The three main parts of a **lever** are the **pivot** point around which the **lever** rotates, the **force** applied to one end of the **lever** and the load (object or resistance) being moved or lifted at the other end.

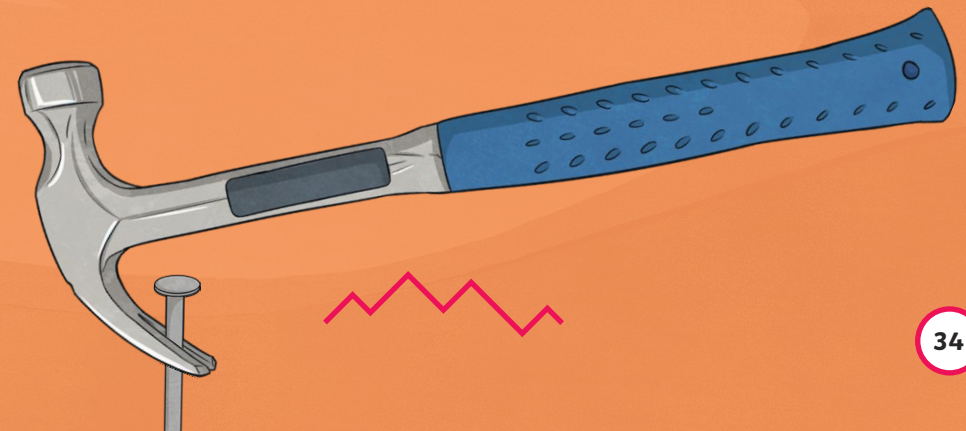
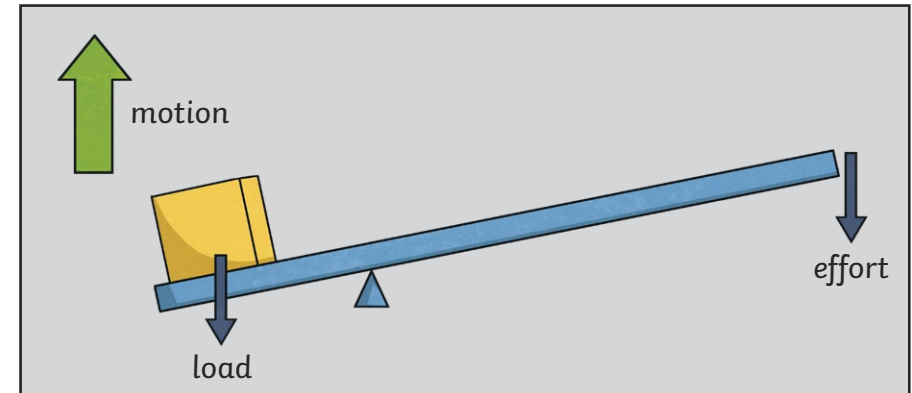


When **force** is applied to one end of the **lever**, it rotates around the **pivot** point, allowing the load at the other end to be moved or lifted. The position of the **pivot** point affects how much **force** is needed to move the load. The greater the distance, the easier it is to lift the load.

Types of Lever

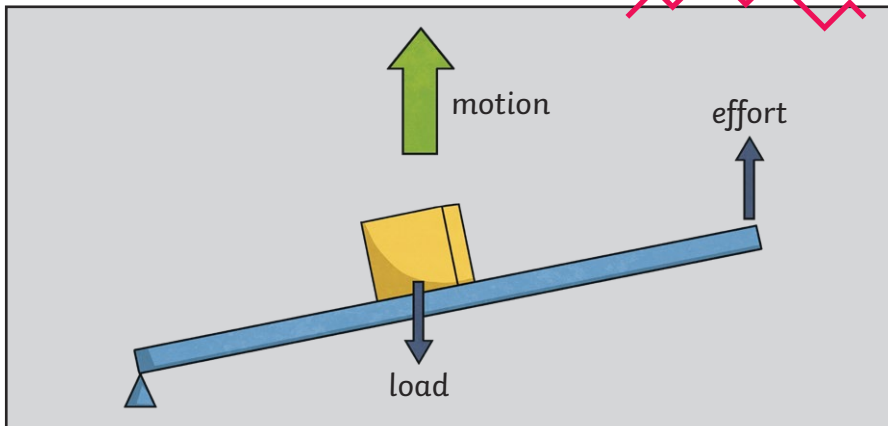
Levers can be classified into three different types based on where the **pivot** point, effort and load are placed.

- 1 In a first-class lever, the **pivot** point is positioned between the effort and the load. A common example is using a hammer's claw to **pull** out a nail, where the hammer **pivots** around a central point to lift the load.



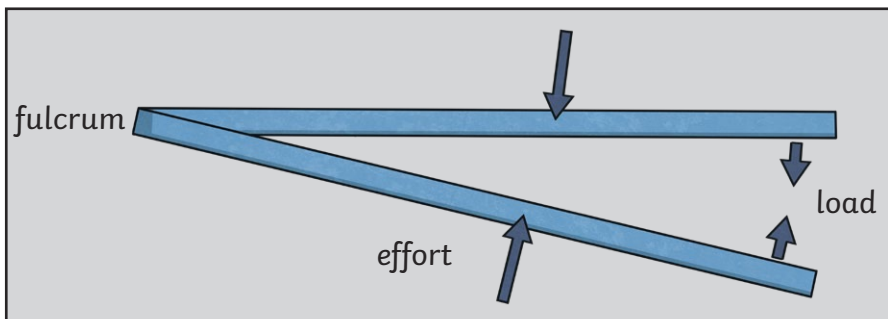
2

In a second-class lever, the load is located between the **pivot** point and the effort. Examples of this can be seen in tools such as a wheelbarrow, where the effort applied lifts the load with the pivot at the opposite end.



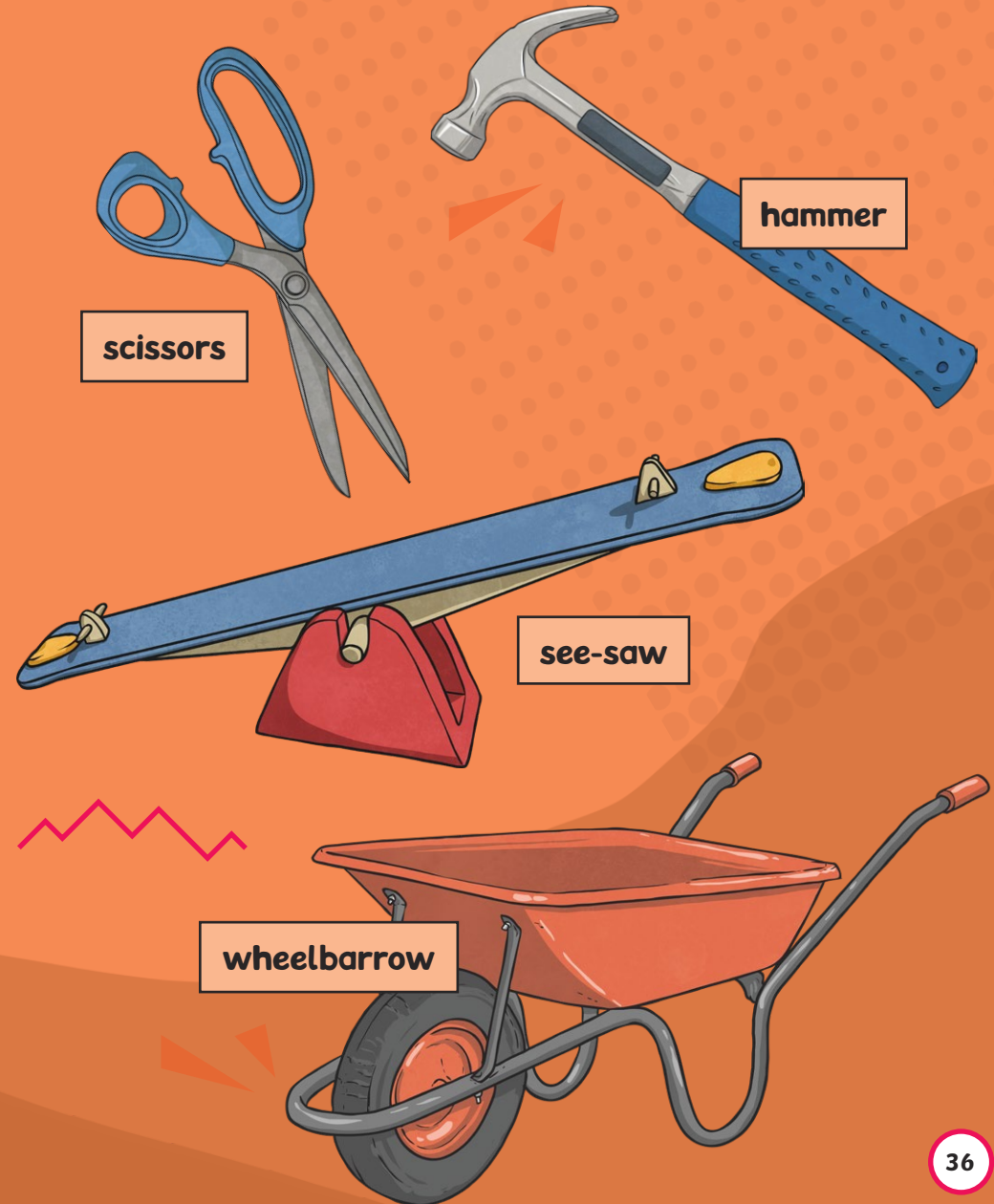
3

In a third-class lever, the effort is applied between the **pivot** point and the load. Tweezers are a good example of this, where the squeezing action (effort) occurs between the **pivot** at one end and the object being gripped (the load) at the other end.



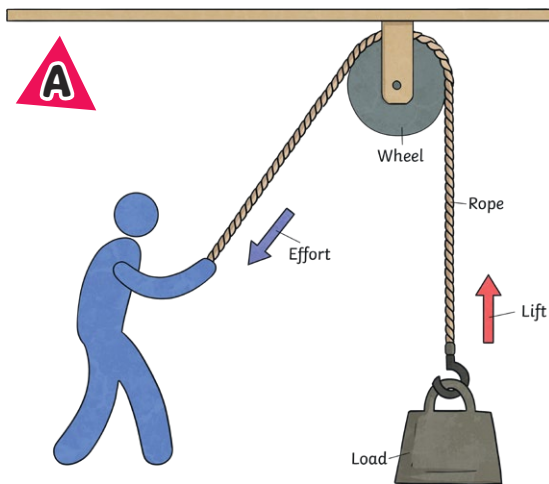
Examples of Levers

Below are some everyday examples of **levers**.



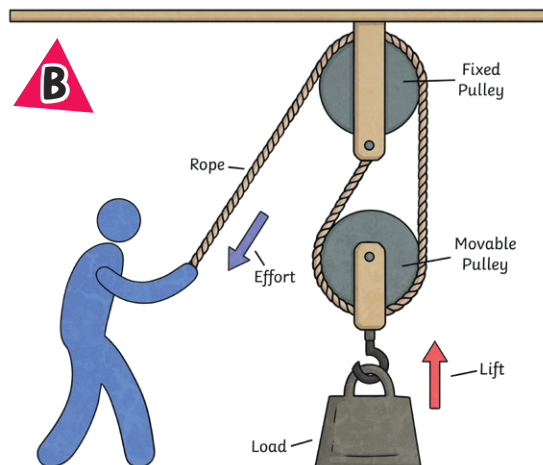
Pulleys

Pulleys are simple **mechanisms** that allow a smaller **force** to lift a larger load. They work by using a wheel or series of wheels with a rope looped around them.



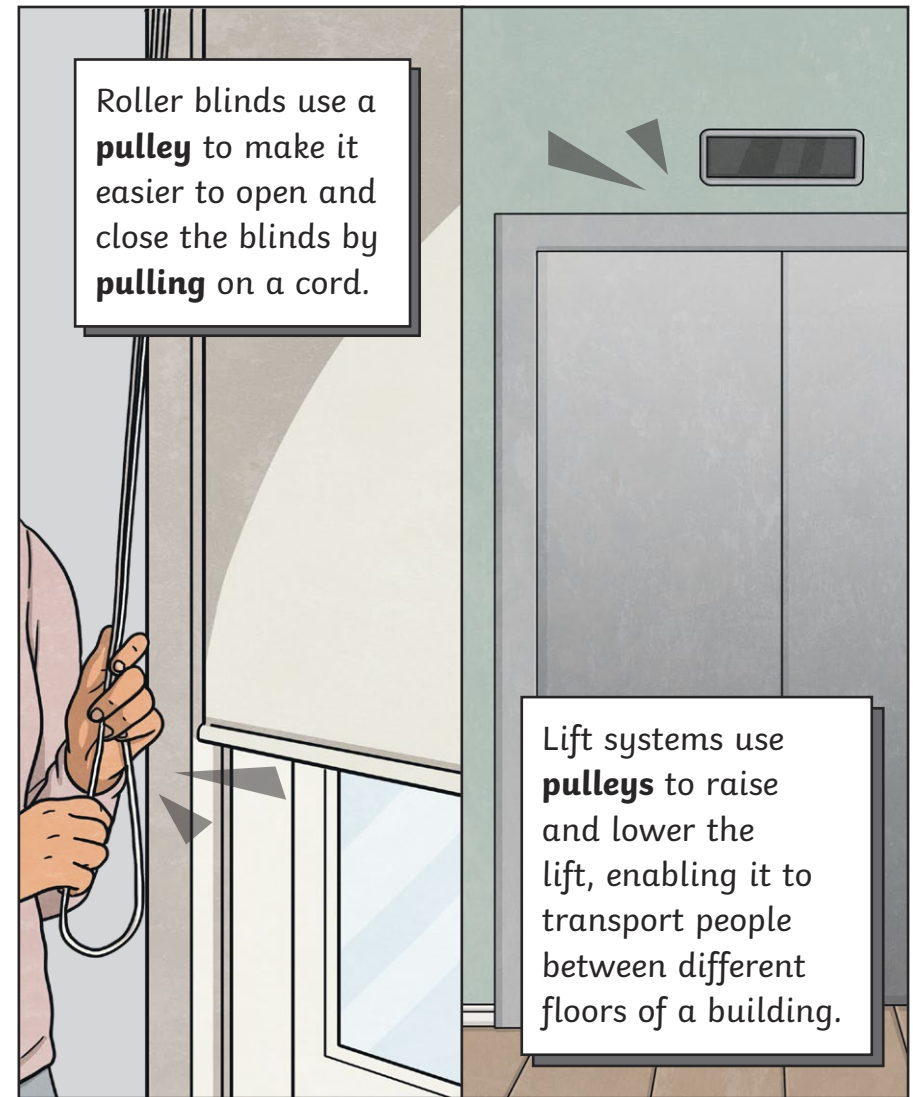
A **pulley** with a single wheel allows you to change the direction of the force, so you can lift a load by **pulling** the rope downwards.

The more wheels that are added to a **pulley** system, the less **force** is required to lift the load. For example, adding a second wheel would halve the amount of **force** required to lift the load.



Examples of Pulleys

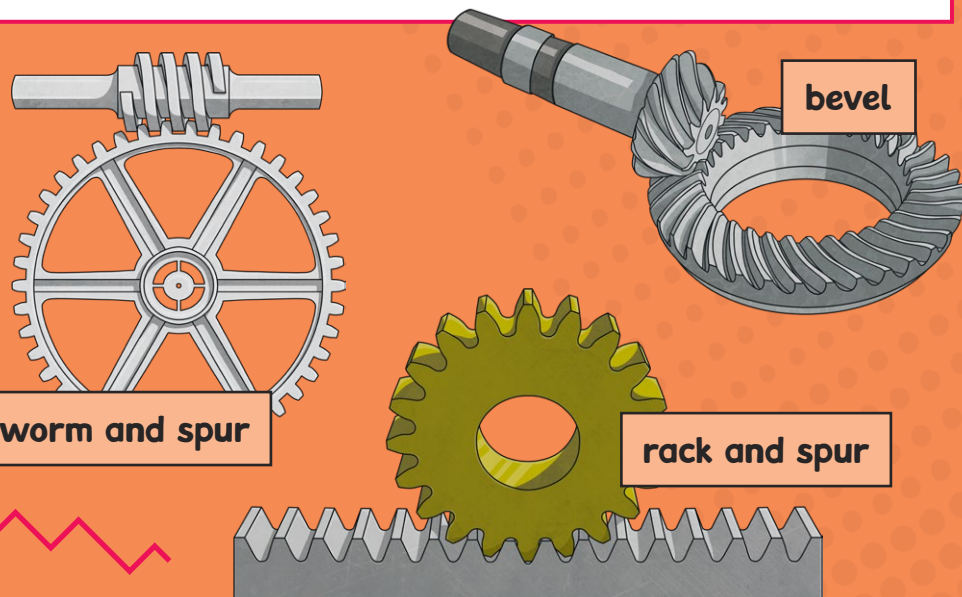
Below are some examples of **pulleys** used in everyday objects.



Gears

Gears are used to change the speed, direction or **force** of **motion** (movement). They consist of wheels with interlocking teeth that engage with one another to transfer **motion**.

When **gears** are connected to each other, they always rotate in opposite directions. This allows the **gears** to change the direction of **motion**.

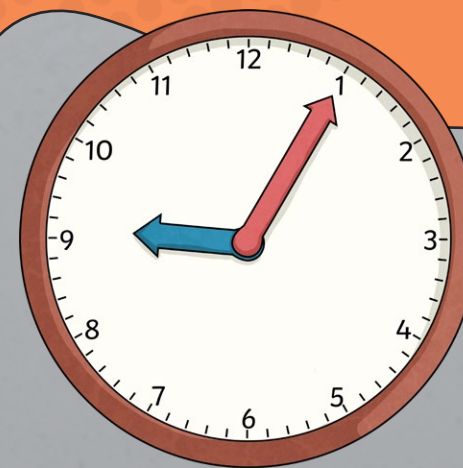
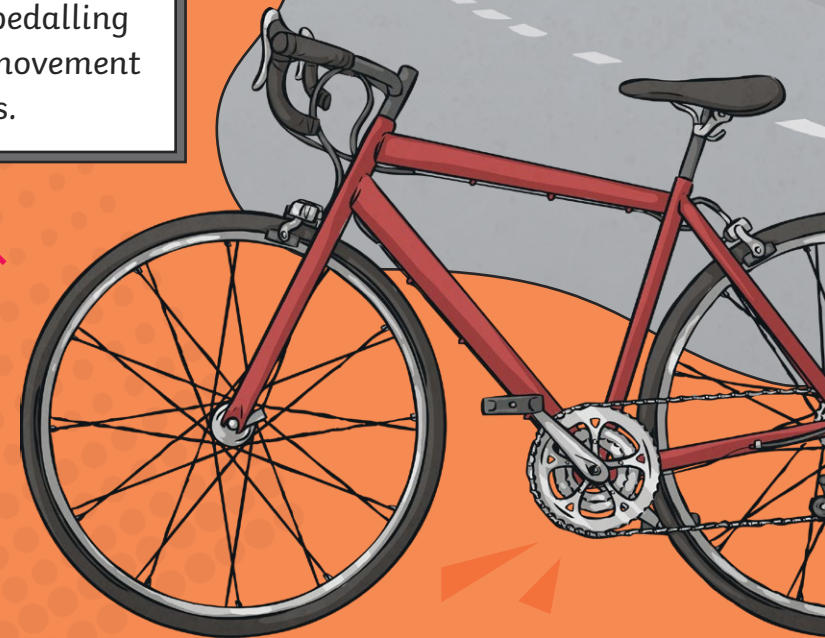


The size of the **gears** is significant. If the first **gear** is larger than the second, the second **gear** will rotate faster, thus increasing the speed of **motion**. If the first gear is smaller than the second, the second **gear** will rotate more slowly, reducing the speed of **motion**.

Examples of Gears

Below are some examples of **gears** used in everyday objects.

A bicycle uses **gears** to convert the pedalling action into movement of the wheels.



A clock uses **gears** to control the movement of its hands, ensuring they turn at the precise speeds needed to accurately display the time.