



Vocabulary

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| automata | mechanical toys or devices that move by themselves using simple parts |
| mechanism | a system of parts inside a toy that makes it move or work |
| cam | a shaped wheel that turns and makes parts move up and down |
| follower | the part that moves up and down as the cam turns |
| prototype | a first model of something made to test ideas before making the final version |

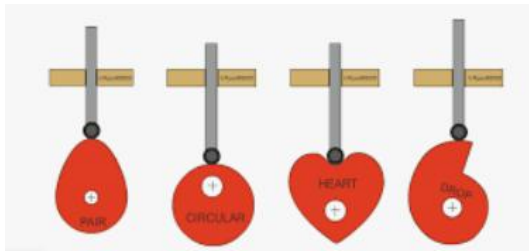
A mechanism is a system inside a toy that makes it move or transfers power.

A cam mechanism changes rotary (circular) motion into linear (up-and-down) motion.

The cam is a shaped wheel that turns and pushes the follower (a part that moves up and down).

Different cam shapes (like round, heart-shaped, or oval) change the movement of the follower.

The size and position of the cam also affect how the follower moves.



Mechanisms (Cams) – Victorian Toys

Automata are mechanical toys or devices that move using simple mechanisms.

Victorian automata were often made to entertain and were popular during the 19th century.

Roulet and Decamps were famous Victorian toymakers known for creating complex automata with lifelike movements.



Circular cams use an off-centre pivot to cause the follower to move up and down.

The follower will rise and fall by a reasonably large amount.

These can be seen in pistons, for example on steam engines.

