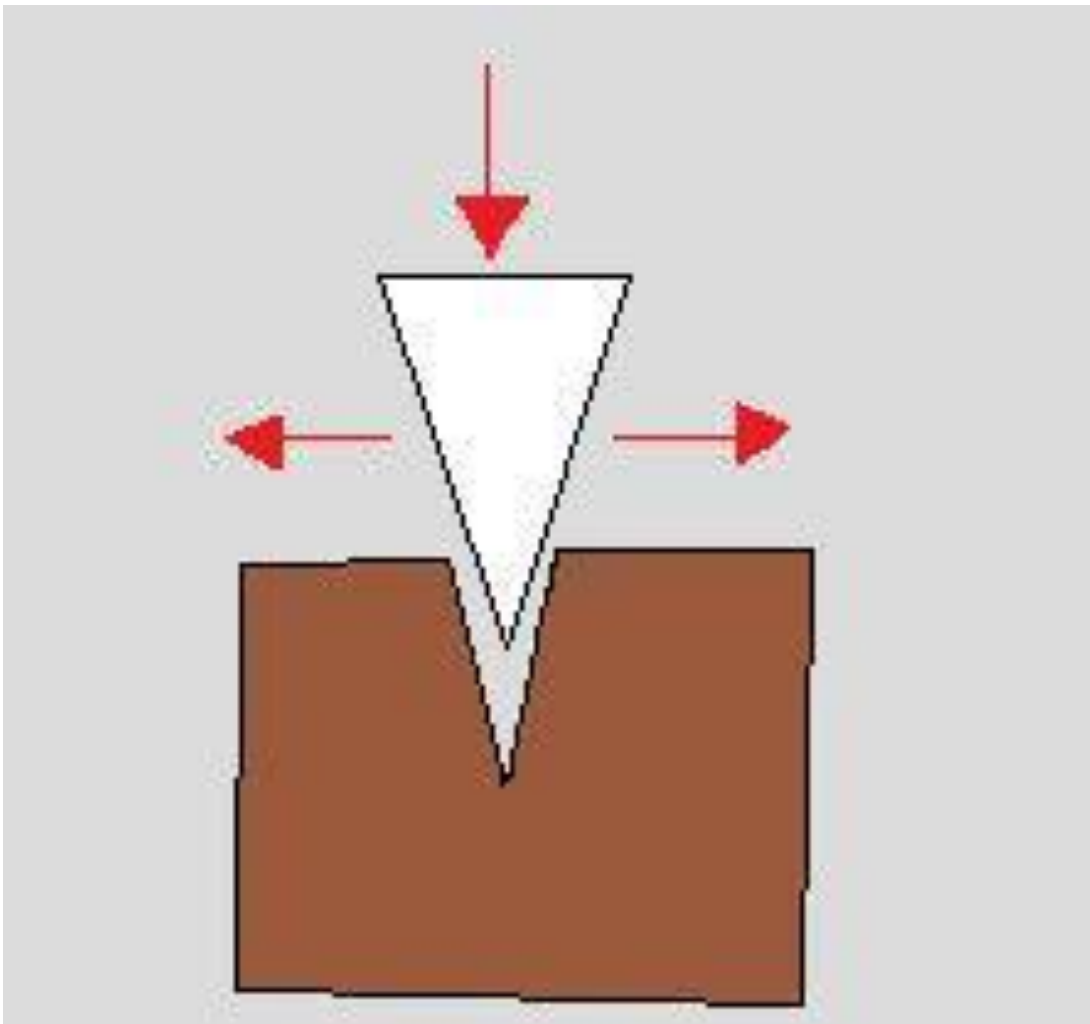
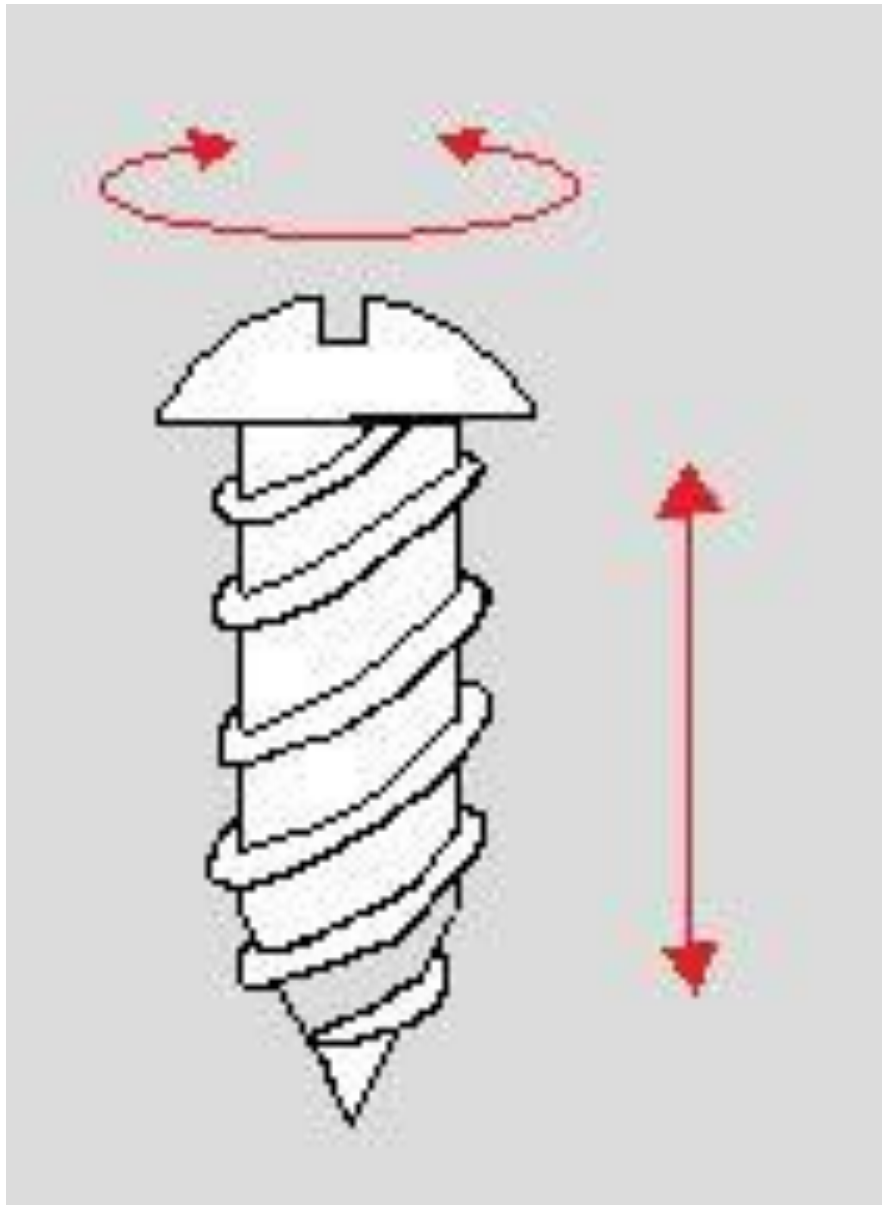


# WEDGE



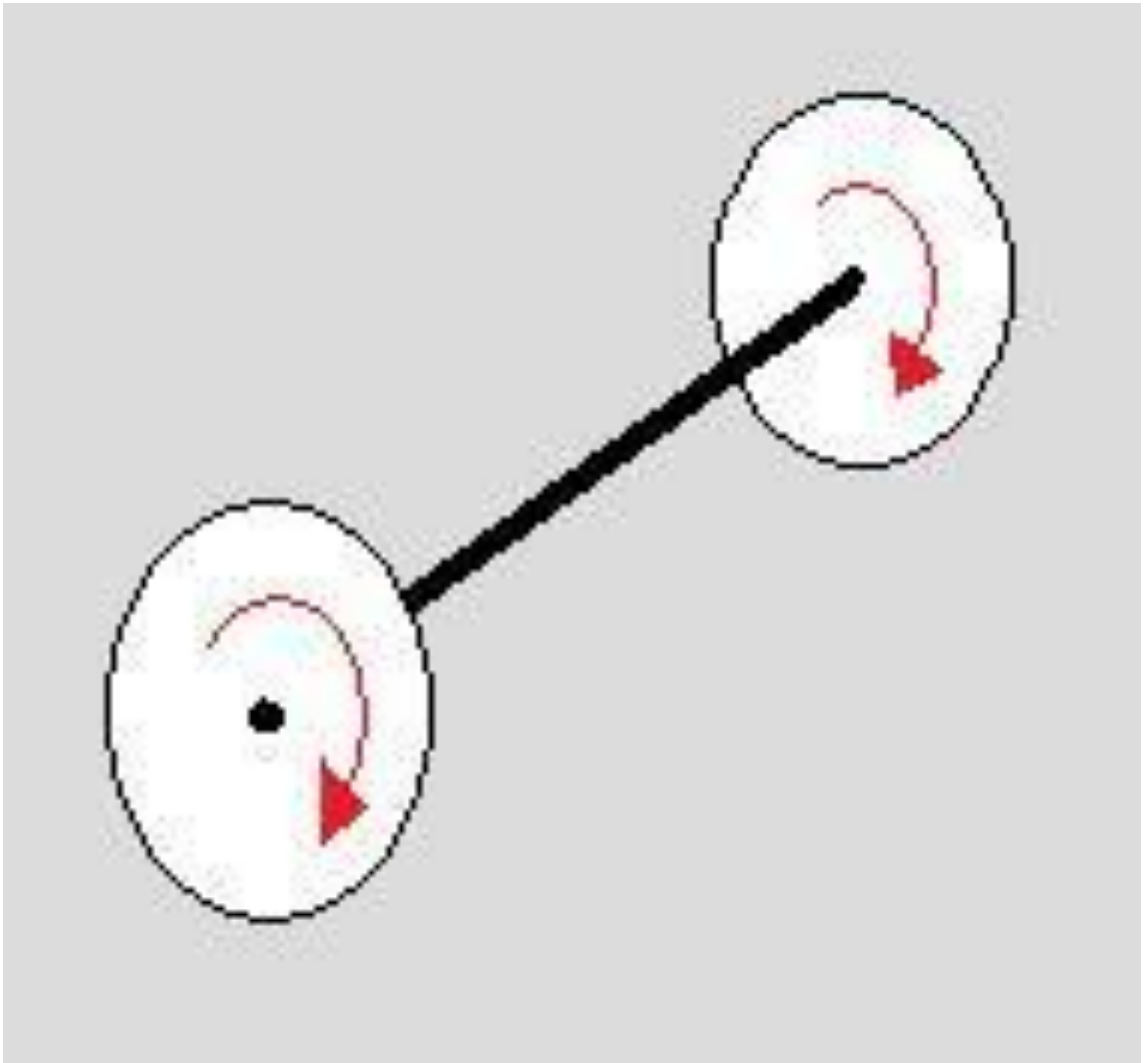
Two inclined planes back to back. Changes direction of applied force by 90 degrees.

# SCREW



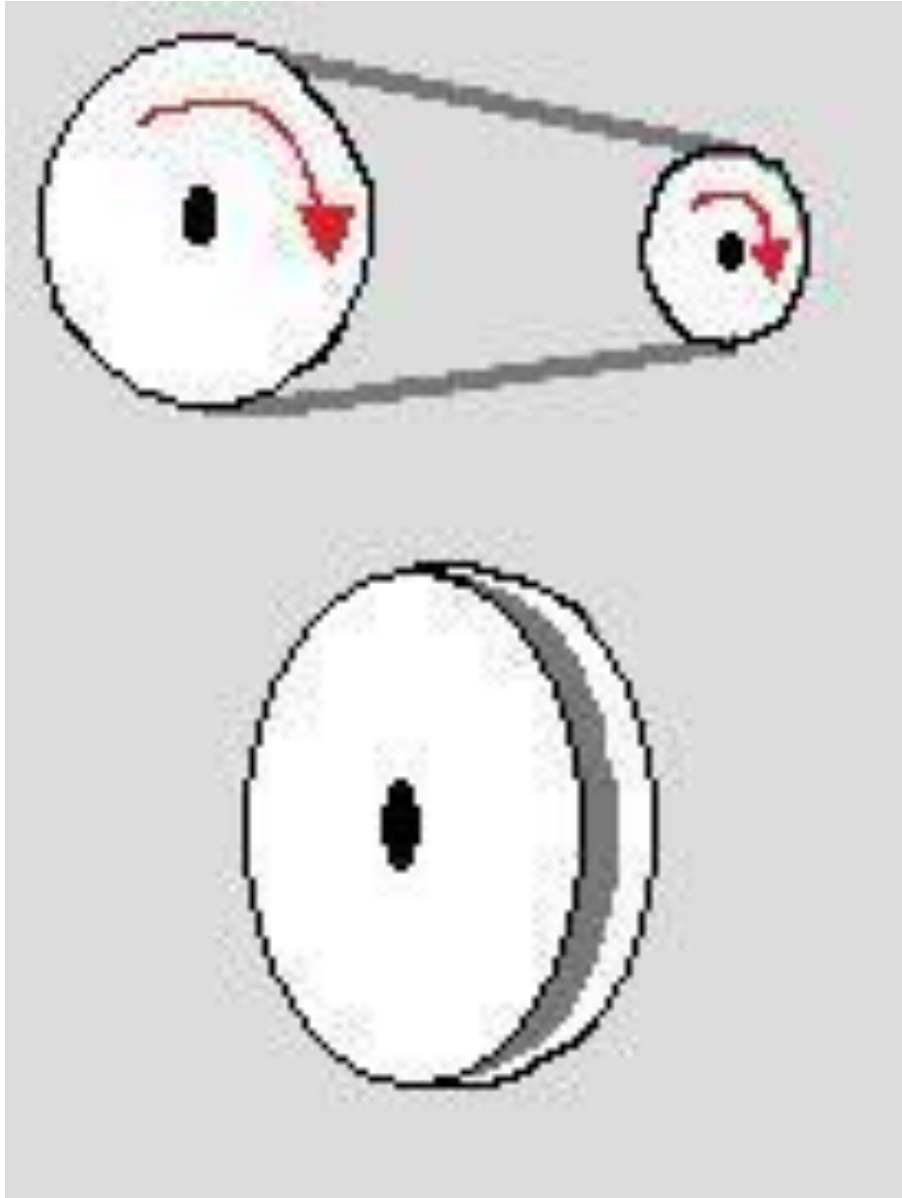
An inclined plane wrapped around a cylinder. Changes rotation motion to back and forth motion, also uses friction to hold in place.

# WHEEL and AXLE



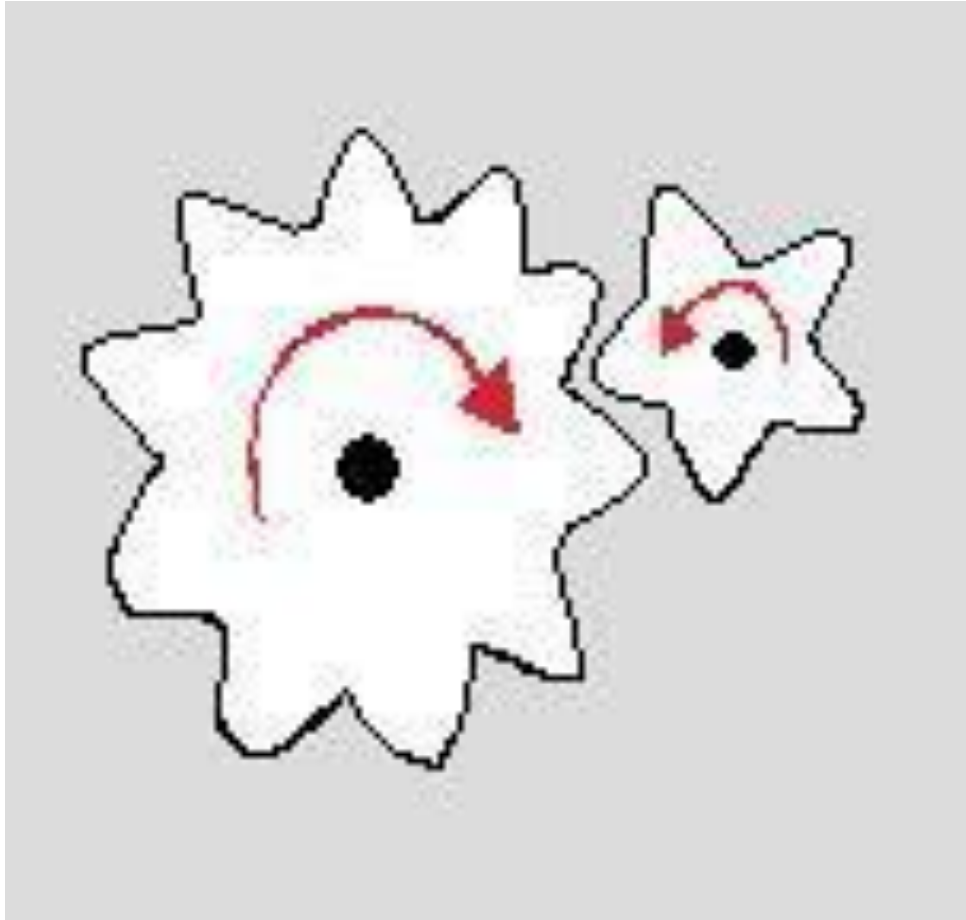
A circular object that pivots around a fixed point making a continuous lever, object may be attached to the axle or pivot freely for different uses.

# PULLEY



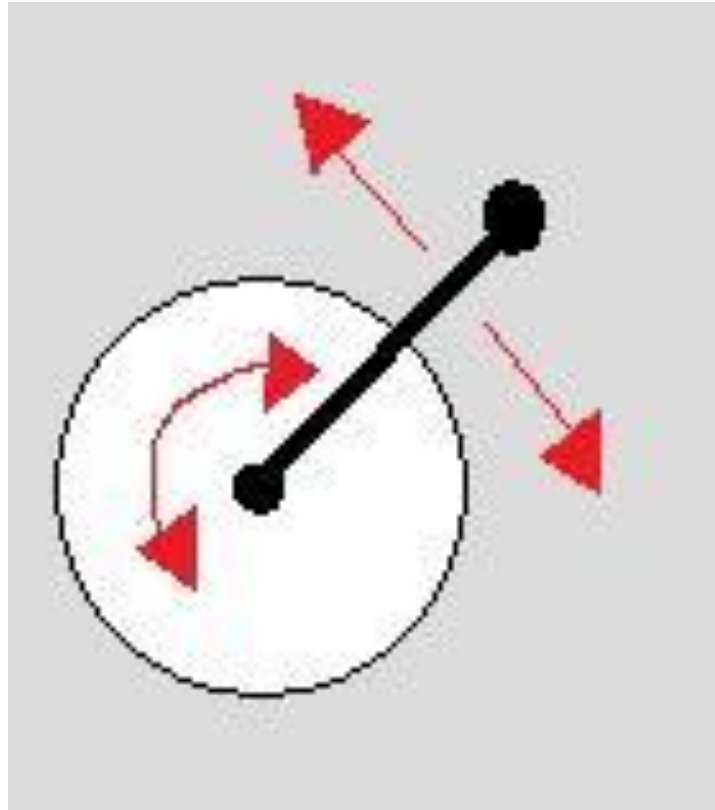
A wheel with a grooved edge to hold a belt or rope. Transfers motion over distances. Keeps rotation direction same but can increase or decrease speed by using different sizes.

# GEAR



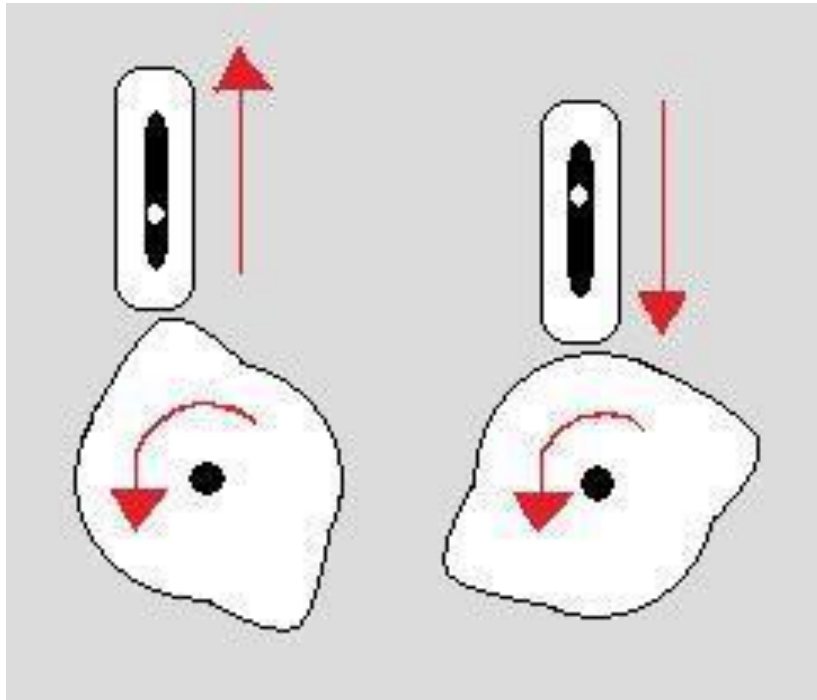
A toothed wheel. Transfers motion and can change rotation direction, may increase or decrease speed by using different sizes. Add a chain between gears and it transfers motion over distance.

# CRANK



A lever attached to a wheel or axle. Changes a push/pull to a rotation force.

# CAM



Off center wheel, Oval wheel or wheel with inclined planes along edge. Changes rotation motion to back and forth motion