

# SIMPLE MACHINES

**How simple are they?**

# Six Simple Machines

LEVER

PULLEY

WEDGE

INCLINED PLANE

SCREW

WHEEL & AXLE

# Mechanical Advantage

is the ratio of output force divided by input force

**Mechanical Advantage = Load/Effort**

- \* Each simple machine has a specific formula for calculating mechanical advantage

# LEVER

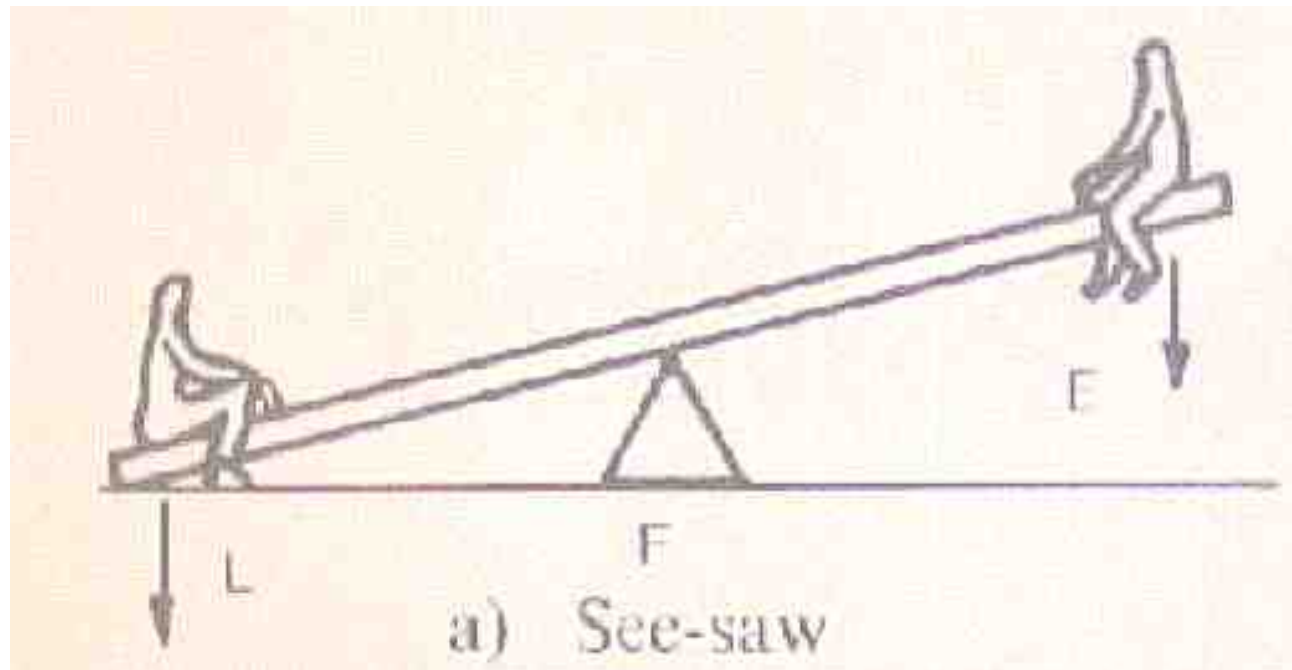
- There are 3 Classes (types) of Levers.
- Each class has the fulcrum, effort and load arranged in a different way.

$$\text{Mechanical Advantage (M.A.)} = \frac{\text{Length from Fulcrum to Effort}}{\text{Length from Fulcrum to Load (R)}} = \frac{LE}{LR}$$

# LEVER

## Class 1 Lever

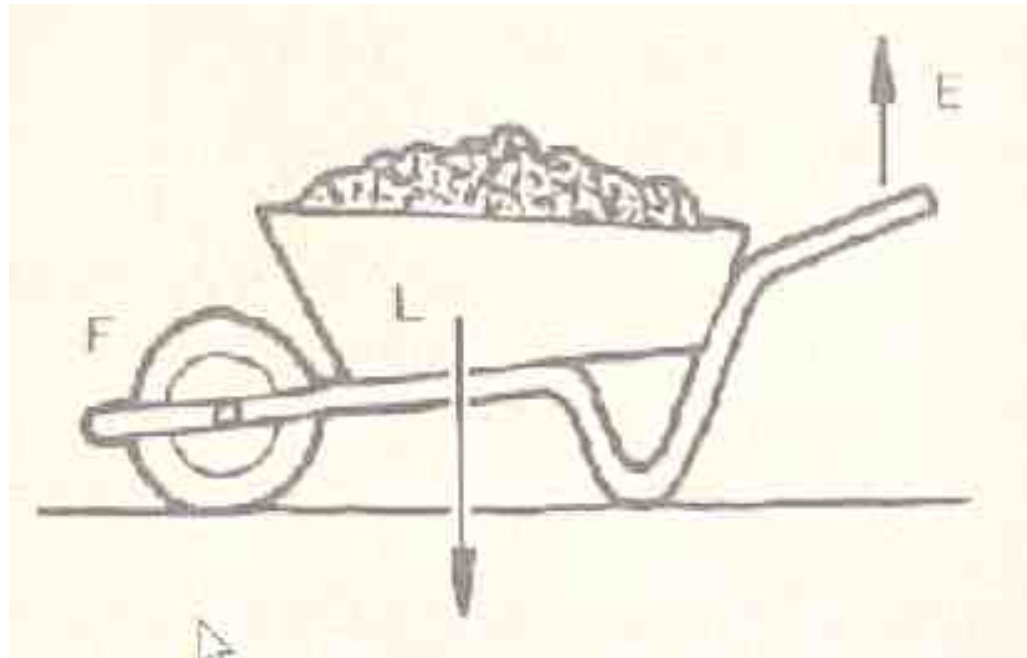
Fulcrum between the load and the effort



# LEVER

## Class 2 Lever

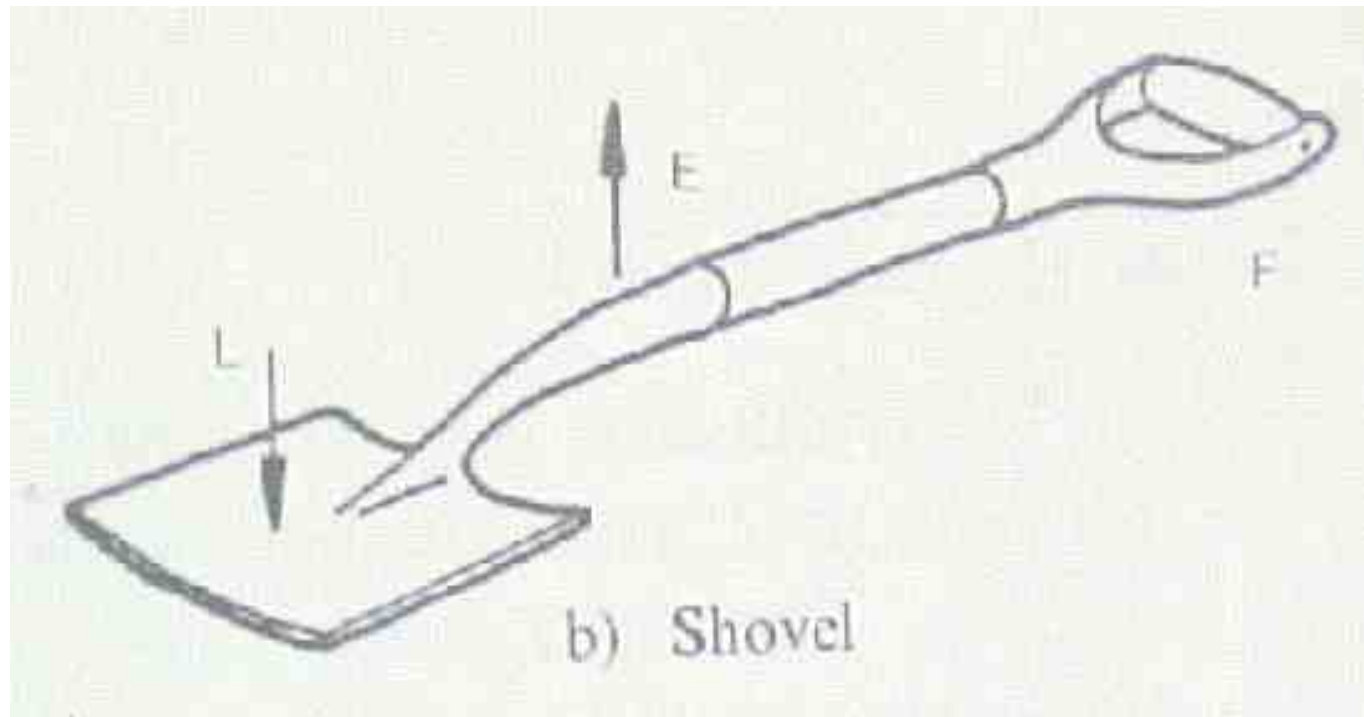
Load between the fulcrum and the effort



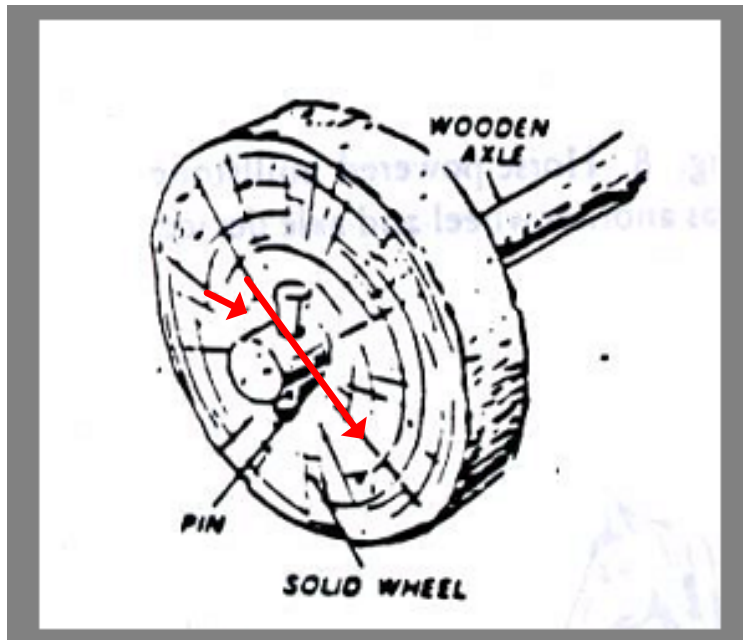
# LEVER

## Class 3 Lever

Effort is between load and fulcrum



# WHEEL & AXLE

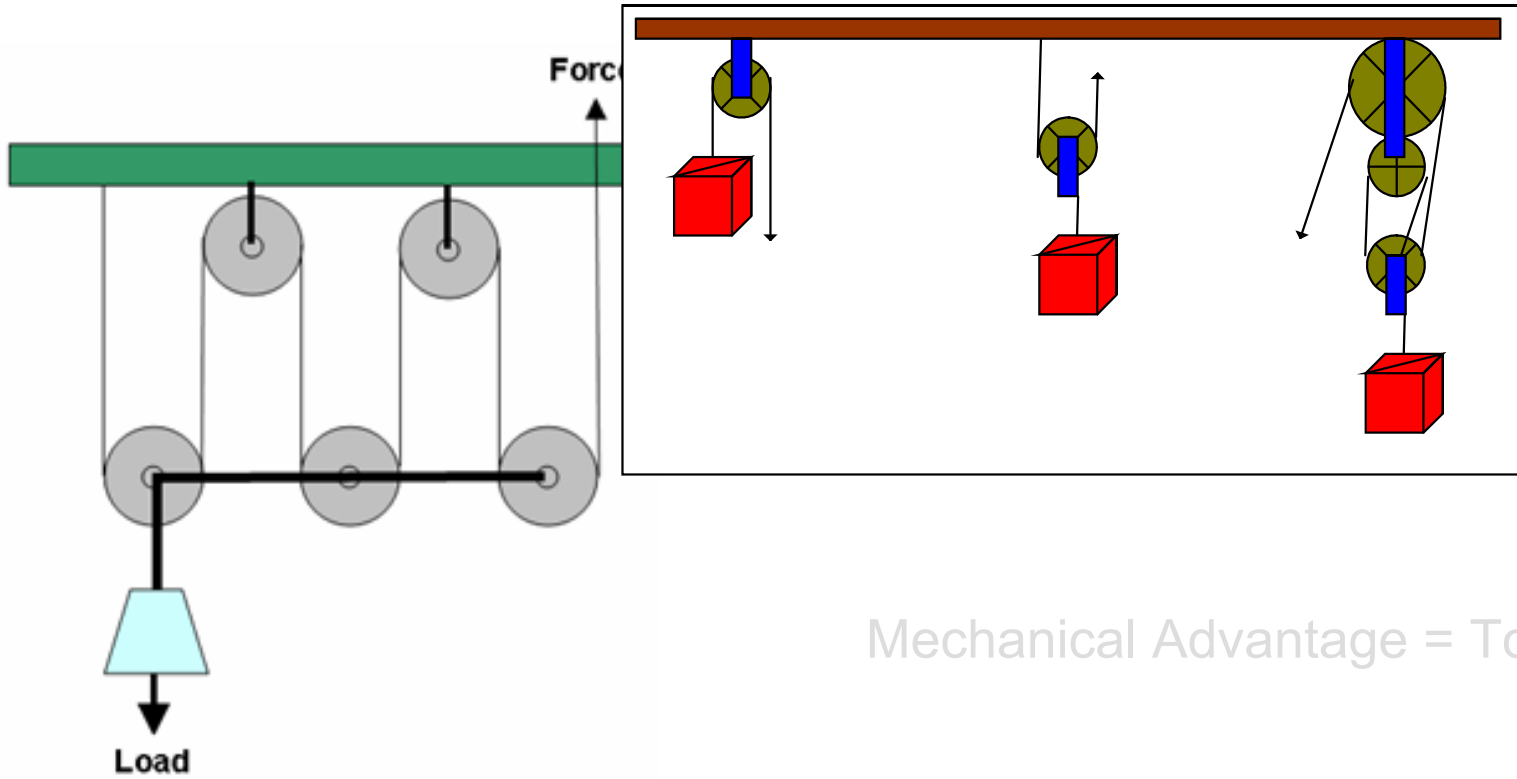


$$\text{M.A.} = \frac{\text{Radius to Effort}}{\text{Radius to Load}} = \frac{RE}{RL}$$

# PULLEY

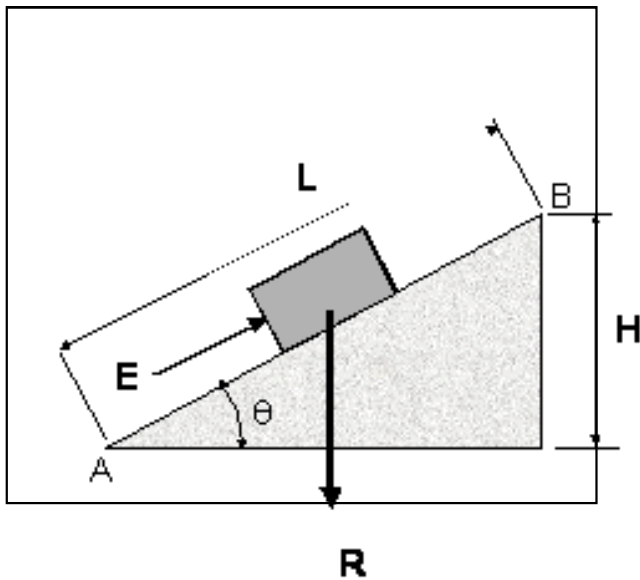
## The Three Types of Pulleys

Fixed Pulley    Movable Pulley    Block and Tackle



Mechanical Advantage = Total num

# INCLINED PLANE



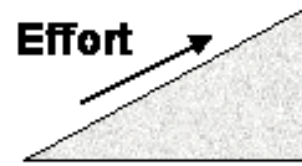
L=length of ramp  
H=height of ramp  
E=effort  
L=load

$$\text{M.A.} = \frac{\text{Length}}{\text{Height}} = \frac{L}{H}$$

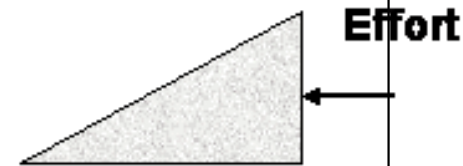
# WEDGE

$$\text{M.A.} = \frac{\text{Length}}{\text{Height}} = \frac{L}{H}$$

## Wedge - Comparison to the Inclined Plane

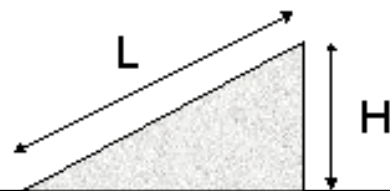


Inclined Plane

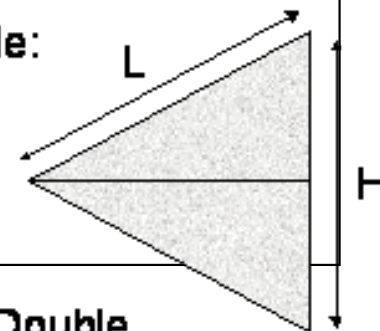


Wedge

Wedges can be single or double:

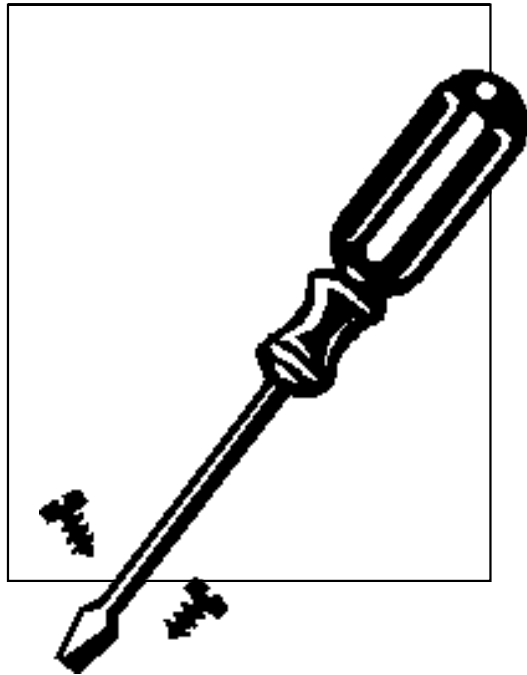


Single



Double

# SCREW



**Screw Pitch** is the distance between two adjacent threads. The pitch is:

$$\text{Pitch} = \frac{1}{\text{Number of threads per inch of length}}$$

The **Circumference** of the screw is calculated using the formula:  
 $\text{Circumference} = \text{Pi} * \text{Diameter}$

The formula for the **Mechanical Advantage** of a screw is:  
 $\text{Circumference} = \text{Pi} * \text{Diameter}$

$$\text{Mechanical Advantage} = \frac{\text{Circumference}}{\text{Pitch}}$$