

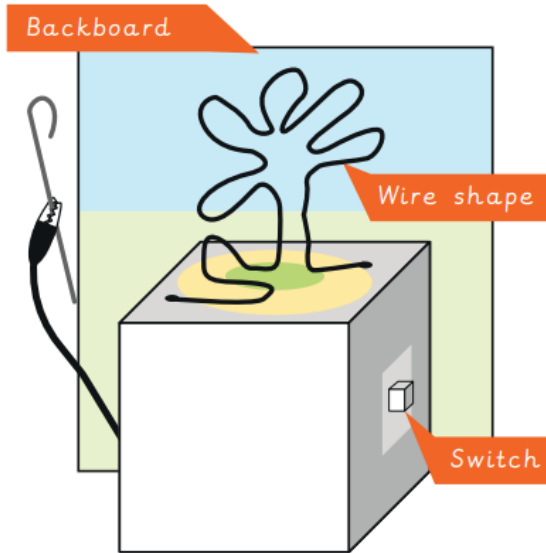


Y6 Thinking like a designer

Electrical Systems—Steady Hand Game

Key Knowledge:

The more complex your wire shape, the harder your steady hand game will be, especially if the bends are close together.



Circuit symbols:

wire	
switch open	
switch closed	
battery	
buzzer	
bulb	

Form	The shape of a product.
Backboard	A background designed for the game.
Function	How an object or product operates or
Net	A 2D flat shape that can become a 3D
Pliers	A metal tool used for holding, twisting or
Test	To find out If something works.

Learning Questions

Can I research and analyse a range of children's toys?

Can I design a steady hand game?

Can I construct a stable base?

Can I assemble electronic and complete my electronic game?

Can I evaluate my steady hand game?

What else do you know?