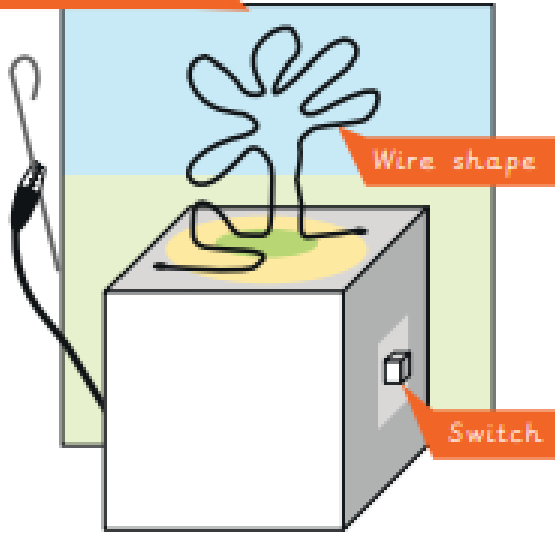


Key facts

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

Backboard



Circuit symbols:

wire 

switch open 

switch closed 

battery 

buzzer 

bulb 

What I will know: TOGETHER

- Explain simply what is meant by ‘form’ (the shape of a product) and ‘function’ (how a product works).
- State what they like or dislike about an existing children’s toy and why.
- Learn about skills developed through play and apply this knowledge in a survey of one or more children’s toys.
- Identify the components of a steady hand game.
- Design a steady hand game of their own according to their design criteria, using four different perspective drawings.
- Create a secure base for their game, with neat edges, that relates to their design.
- Make and test a functioning circuit and assemble it within a case.

Vocabulary

Backboard—A background designed for the steady hand game.

Battery—a cell or connected group of cells which store electrical energy.

Bulb—a component which gives light when electricity passes through it.

Buzzer—a component which makes a noise as electricity passes through/

Circuit—a collection of components which make an electrical system

Conductor—a material that allows electricity to flow through it.

Copper—a metal material that is one of the best conductors of heat and electricity. It is often used to make wires and pipes.

Function—How an object or product operates or works.

Insulator—A material that does not allow electricity to flow through it.

LED—A light emitting diode which lights up as electricity passes through.

Magnetic field—The area around a magnet where there is magnetic force.

Prototype—A simple model that lets you test out your idea.

Series circuit— a closed circuit where the current only follows one path.

Switch—A component which opens and closes to turn the circuit on or off.

Check it out!

Check out continuous line drawings, such as Picasso's single-line animals for inspiration!

