Design and Technology
Year 6: Autumn 2

# Electrical systems

*Learning enquiry question: How can we design and make a 'Steady hand game' and identify and name the components needed?*

## Key Vocabulary

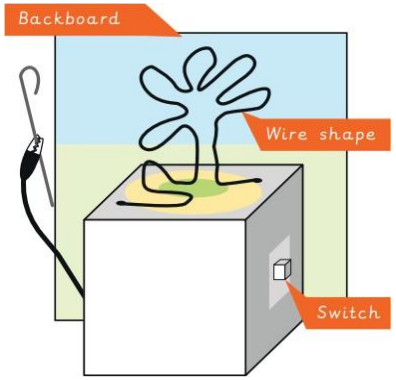
Form, function, buzzer, assemble, benefit, LED, Component, casing, conductor, prototype

## Prior Learning:

- Knowledge of construction and electricals using; levers, sliders Pneumatics and electrical circuits.
- Knowledge of safety measures when designing and making toys.

| By the end of this unit, I will be able to; | SA | TA |
|---|---|---|
| To explain what is meant by 'form' (the shape of a product) and 'function' (how the product works) | | |
| To identify components of a 'Steady hand game' | | |
| Design and make a Steady hand game using 3 different perspective drawings | | |
| Evaluate the final product by measuring its success | | |

## Components of a Steady Hand Game

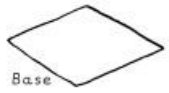



## Tools and Equipment


Pliers


Screw-Driver


Wire Cutters


Base


Battery holder


Battery


Buzzer

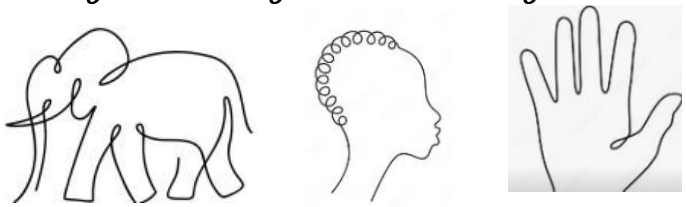

Crocodile clip


Handle

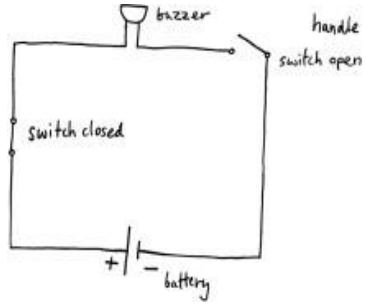

Switch

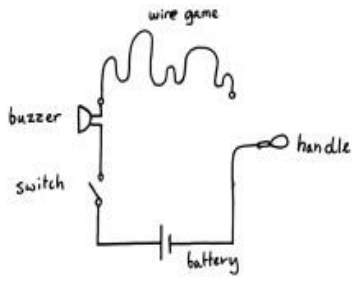

Wire

## Design and single line drawing



## Perspective drawings




## Circuit symbols:

