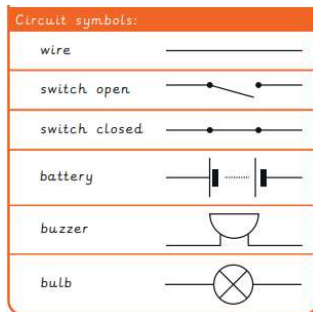


**Subject: DT****Year group: 6 Term: Autumn****Title: Electrical Systems – Steady hand games****What should I already know?**

- How to make a simple circuit.
- Circuit symbols.
- Understand that mechanical and electrical systems have an input, process and output with electrics used to make functional products.

**Facts I will learn**

- How to identify components in a steady hand game.
- How to describe the function of each component in the circuit.
- How to make and test a functioning circuit and assemble it within the case.

Key questions

- Why is it essential that form follows function?
- Can a toy (product) have more than one function?
- What makes the buzzer sound? (When the handle touches the wire, it closes the circuit, which allows the electricity to flow into the buzzer and make a noise).
- What are design criteria for?
- In what ways could we change the difficulty of this toy?

Key Skills

- To investigate and analyse a range of existing products
- To model ideas through prototypes.
- To select from and use a wide range of tools and equipment to perform practical tasks.
- To understand and use electronics in products.

Experiences that school will provide

Analysing existing steady hand games.
 Making a circuit using a buzzer.
 Designing and making a steady hand game.

**Key vocab****Definition**

circuit

A collection of components that make an electrical system.

conductor

A material that allows electricity to flow through it.

<ul style="list-style-type: none"> • To develop design criteria to inform design and functionality. • To evaluate ideas and products against a success criteria and consider the views of others to improve work. 		insulator	A material that does not allow electricity to flow through it.
<p style="text-align: center;">Web links</p> <p>https://www.bbc.co.uk/bitesize/topics/zj44jxs/articles/zhkgvwx (What are conductors and insulators?)</p> <p>https://www.bbc.co.uk/bitesize/topics/zj44jxs/articles/zqryn9q (Circuit symbols)</p>	<p style="text-align: center;">Experiences that could be provided at home</p> <p>Playing steady hand games. Evaluating products and considering how they could be improved.</p>	series circuit	A closed circuit where the current only follows one path.
		function	How an object or product operates or works.
		prototype	A simple model that lets you test out your idea. How it will look and work.