Year: 6
Term: Autumn 1
Topic: Electrical systems – Steady hand games

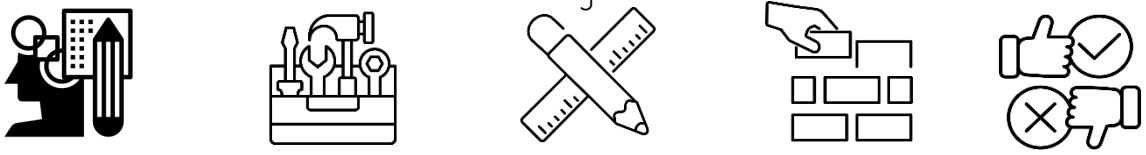
St Dennis Primary Academy

"Everyone matters, everyone succeeds, every moment counts"

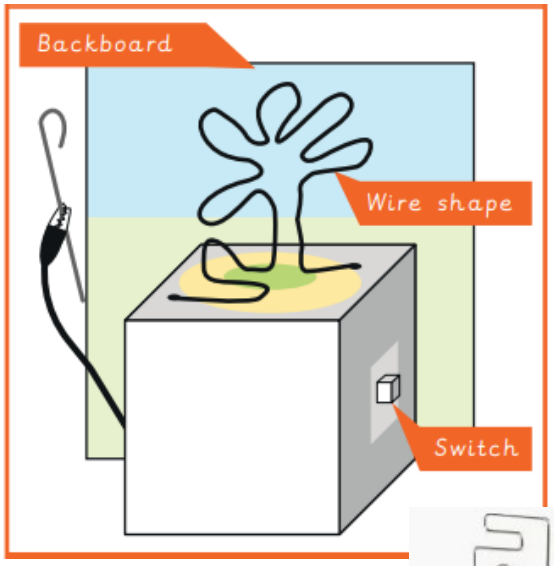
Where does this learning link to aspirations for the future?	John Spinello was the inventor of 'Operation', the first steady hand game. Maybe you could invent a new game?

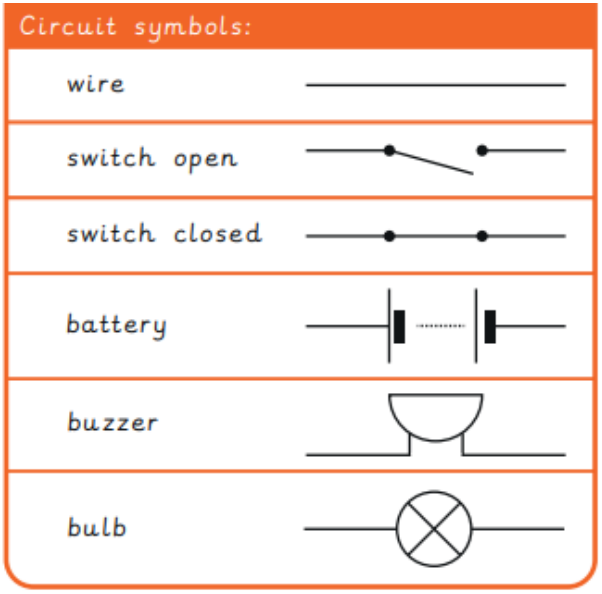
In DT we follow this five step process.

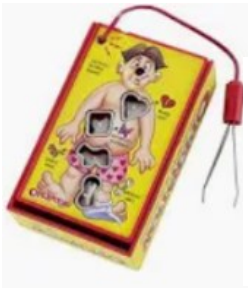
Research | Skills | Design | Make | Evaluate



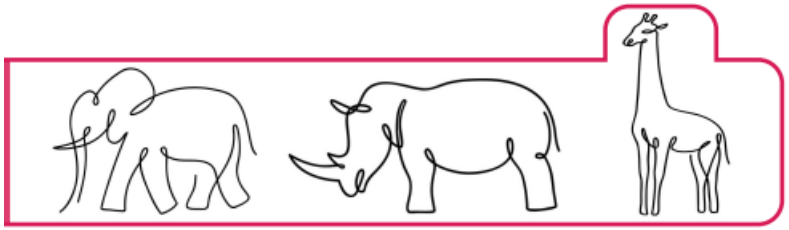
The more complex your wire shape, the harder the steady hand game will be, especially if the bends are close together.







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



Glossary

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 make a loud noise as electricity passes through it.
circuit	A collection of components that make and electrical system.
conductor	A material that allows electricity to flow through it.
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 it.
magnetic field	He are around a magnet where there is magnetic force.
pliers	A metal tool for holding, twisting or cutting wire.
prototype	A simple model that lets you test out your idea, how it will look and work.
series circuit	A close circuit where the current only follows one path.
side view drawing	An engineering diagram which shows the dimensions (width, depth, length) of the side of a product.
switch	A component which opens and closes to turn the circuit on or off.
Top view drawing	An engineering diagram which shows the dimensions (width, depth, length) of the top of a product.