

## Year 6 DT Steady Hand Games

### Key Skills

1. To research and analyse a range of children's toys.
2. To design a steady hand game.
3. To construct a stable base.
4. To assemble electronics and complete their electronic game.

### Vocab/Key Words

**Backboard** - A background designed for the steady hand game.

**Function** - How an object or product operates or works.

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

**Net** - A 2D flat shape, that can become a 3D shape once assembled.

**Series circuit** - A closed circuit where the current only follows one path

**Test** - To find out whether something works as it should.



Respect, Believe, Achieve

### What I will know/be able to do by the end

- Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.
- I can follow health and safety rules
- I can suggest appropriate design criteria points to fulfil the design brief

### Previous Learning

- ◆ Electric Greetings Cards (Year 5)
- ◆ Torches (Year 4)
- ◆ Static Electricity (Year 3)

Websites/Signposting/Connection to a famous person

<https://www.instructables.com/Mechanical-Cam-Toys/>

<https://www.youtube.com/watch?v=CKGHIKcbZi0>

## Key Knowledge

### Circuit symbols:

wire	
switch open	
switch closed	
battery	
buzzer	
bulb	

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

### Backboard

