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.



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

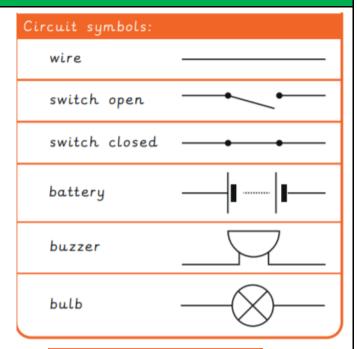
- Electric Greetings Cards (Year 5)
- Torches (Year 4)
- Static Electricity (Year 3)

Websites/Signposting/Connection to a famous person

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

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

Key Knowledge



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

