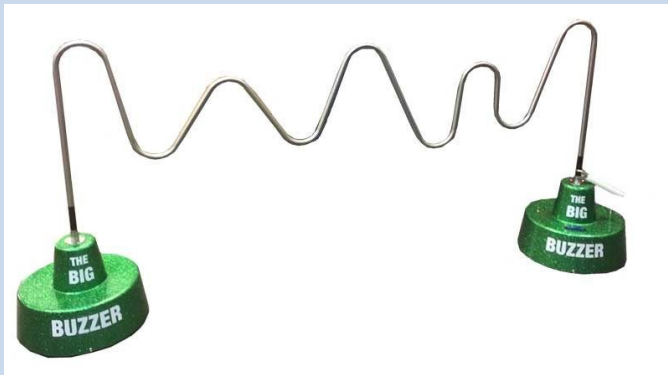


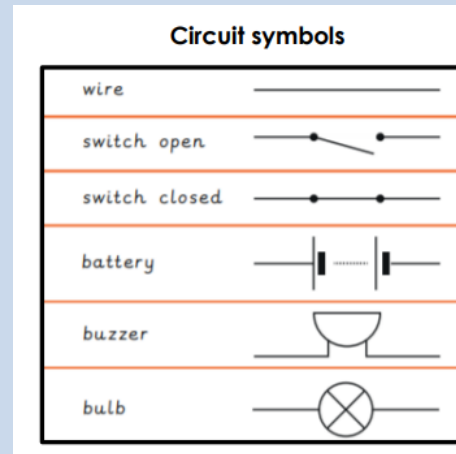
Design Technology Year 6 Summer: Steady Hand Games

Key Knowledge to know and use

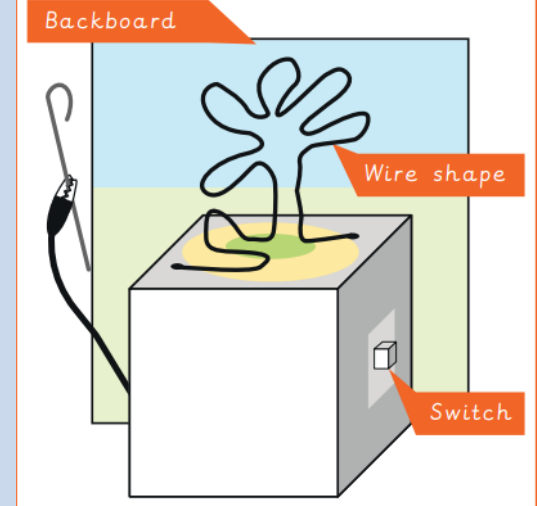
- Conductors are materials which allow electricity to travel through them; for example, metal.
- It is important to consider the audience for the product, before deciding on the design. For younger children, the design of the game would need to be easier than for older children or adults.
- It is important that products are designed with the function in mind first, then the design wrapped around it. To consider the function, it is important to consider the audience. This has to be thought about when designing and making a game.



The Steady hand game involves trying to get a metal wand from one side of a wavy wire to the other, without the two touching. The game works because it is made from an incomplete electrical circuit. When the metal wand touches the metal wire course, the circuit is completed and this triggers an alarm.



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



Key Vocabulary to learn and use in your learning

Word	Definition
backboard	A background design for an item
LED	A light Emitting Diode which lights up as electricity passes through it.
prototype	A simple model which lets you test your idea, how it will look and work.
side view drawing	A diagram which shows the dimensions (width, depth, length) of the side of the product (left or right).
top view drawing	A diagram which shows the dimensions (width, depth, length) of the product from above.

Check it out!

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

