







DT Knowledge organiser - Mechanisms (Electrical) Steady Hand Game

Key Vocabulary

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 a 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 whether something works as it should

Key Knowledge

Circuit symbols:

wire	
switch open	
switch closed	
battery	
buzzer	
bulb	

Skills

- To research and analyse a range of children's toys.
- To design a steady hand game using a series circuit, including housing and backboard.
- To construct a stable base.
- To assemble electronics and complete their electronic game.
- To understand what is meant by fit for purpose design
- To follow health and safety rules
- To suggest appropriate design criteria points to fulfil the design brief

Examples of steady hand toy

