

Year 6: Electrical Systems— Steady Hand Game

KEY VOCABULARY

Circuit Symbols:

Components of a Circuit:



Battery



Wire



Bulb



Buzzer



Motor



Switch (off)

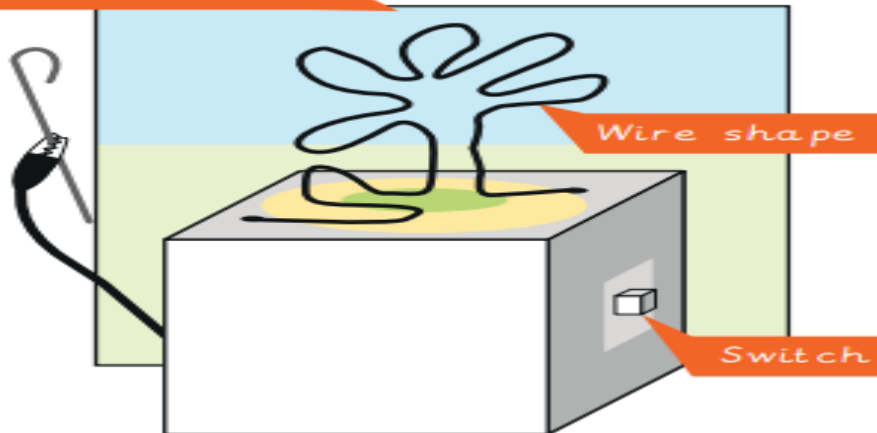


Switch (on)

Key Facts:

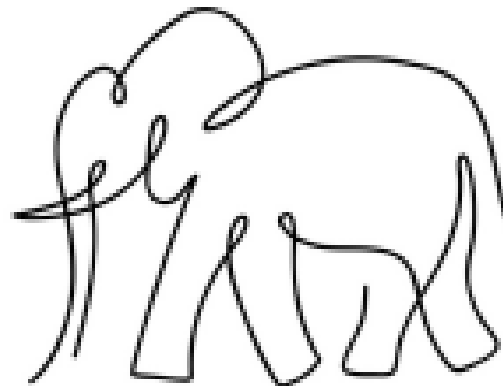
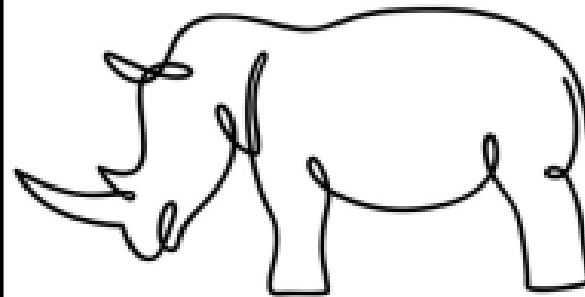
The more complex your wire shape, the harder your steady hand will be, especially if the bends are close together.

Backboard



Check it out:

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



Magnetic Field: The area around the magnet where there is magnetic force.



LED: A light emitting diode which lights up as electricity passing through



Battery: one or more cell that is used for generating current.



Bulb: glass bulb which provides light by passing an electrical current through a wire.



Buzzer: an electrical device that makes a buzzing noise.



Pliers: A metal tool used for holding, twisting and cutting wire



Switch: a device for making and breaking the connection in a circuit.



A test: to find out whether something works as it should.



Conductor: a material or device which allows heat or electricity to carry through .