

End Points

Year 6 – Steady hand game



What I know and can explain

- To know that batteries contain acid, which can be dangerous if they leak.
- To know the names of the components in a basic series circuit, including a buzzer
- Designing a steady hand game - identifying and naming the components required.
- Drawing a design from three different perspectives.
- Generating ideas through sketching and discussion.
- Modelling ideas through prototypes.
- Understanding the purpose of products (toys), including what is meant by 'fit for purpose' and 'form over function'
- Constructing a stable base for a game.
- Accurately cutting, folding and assembling a net.
- Decorating the base of the game to a high-quality finish.
- Making and testing a circuit.
- Incorporating a circuit into a base
- Testing own and others finished games, identifying what went well and making suggestions for improvement.
- Analysing a selection of existing children's toys

Useful vocabulary

assemble
battery
buzzer
circuit
circuit symbol
component
conductor
copper
design criteria

evaluation
fine motor skills
fit for purpose
form
function
gross motor skills
insulator
LED
user

