



Shadsworth Junior School Knowledge Organiser



Year Group: 6	Term: Autumn 2	Subject: DT	Topic: Electrical systems- Steady hand game
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Key Vocabulary

Background	A background designed for the steady hand game.
Battery	A cell or connected group of cells which store electrical energy.
Bulb	A component which gives light when electricity passes through it.
Buzzer	A component which makes a loud noise as electricity passes through.
Circuit	A collection of components which make an electrical system.
Conductor	A material that allows electricity to flow through it e.g. metal.
Copper	A metal material that is one of the best conductors of heat and electricity. It is often used to make wires and pipes.
Function	How an object or product operates or works.
Insulator	A material that does not allow electricity to flow through it e.g. plastic.
LED	A light emitting diode which lights up as electricity passes through.
Magnetic field	The area around a magnet where there is magnet force.
Net	A 2D flat shape, that can become a 3D shape once assembled.
Pliers	A metal tool used for holding, twisting or cutting wire.
Prototype	A simple model that lets you test out your idea, how it will look and work.
Series circuit	A closed circuit where the current only follows one path.
Side view drawing	An engineering diagram which shows the dimensions (width, depth and length) of the side of a product.
Switch	A component which opens and closes to turn the circuit on or off.
Test	To find out whether something works as it should.
Top view drawing	An engineering diagram which shows the dimensions (width, depth, length) of the top of a product.

Useful Information, Pictures and Diagrams

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

Circuit symbols:

- wire: —————
- switch open: ———●———●———
- switch closed: ———●———●———
- battery: ———| |———| |———
- buzzer: ———⌒———
- bulb: ———⊗———