Year 6 D.T.–

Electrical Systems – Steady hand game



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| backboard – a background designed for the steady hand game. | battery – a cell or connected 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 it. | 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. | 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 passed through. | 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. |
| 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 flows one path. |
| side view drawing – an engineering diagram which show the dimensions (width, depth, length) of the side (left or right) of a product. | switch – a component which opens and closes to turn the circuit on or off. | side view drawing – an engineering diagram which shows the dimensions (width, depth, length) of the side (left or right) of a product. |
| test – to find out whether something works as it should. | top view drawing – an engineering diagram which shows the dimension (width, depth, length) of the top of a product. |  |