

			Use pens to design the shape of their wire, considering how to make the “course” challenging but achievable.
Make	2 & 3	<ul style="list-style-type: none"> • Use number of components within circuit, with support • Incorporate switch into a product • Use selected tools and equipment with good level of precision • Select appropriate materials, fit for purpose; explain choices, considering functionality • Mainly accurately measure, mark out, cut and shape materials and components • Mainly accurately assemble, join and combine materials and components • Measure accurately to increase precision • Ensure product is strong using strengthening techniques, folding, layering, rolling & Reinforce and strengthen structure. 	<p><u>To alter the layout of circuits to make them more compact.</u> Using the MakeStuffNE resources, create a circuit that lights up an LED (based on the previous year).</p> <p>Explore different layouts and reposition the components to reduce the size of the circuit. Create a break and use connector cables to create a simple switch.</p> <p><u>To shape & combine different materials using appropriate tools.</u> Use tools (pliers, scissors, screwdrivers, craft knives & knives) to shape materials to create a sturdy base & wire frame.</p> <p>Attach the circuit using appropriate materials (tin foil, tape).</p> <p>Test the game to ensure that the LED lights up when contact is made with the wire frame.</p>
Evaluate	4	<ul style="list-style-type: none"> • Evaluate and discuss existing products, considering: how well they’ve been made, materials, whether they work, how they have been made, fit for purpose (as part of explore in the planning process) • Evaluate ideas and finished product against specification, considering purpose and appearance. • Research how sustainable materials are • Begin to evaluate how much products cost to make and how innovative they are. 	<p><u>To consider if the game was fit for purpose & appearance.</u> Use Seesaw template to consider if the game worked as intended and how effective it was (using a score out of 10).</p> <p>Evaluate the finish of the project and consider how the appearance could be improved (compared with similar products that are sold to consumers).</p> <p>Consider how sustainable the materials used were (using class discussion as a stimulus).</p> <p><u>To consider how innovative and sustainable the project was.</u> Class discussion and mind map of how innovative the design is and how much the components would cost compared to similar products on sale.</p>