

Year 6 - Steady hand game D&T Knowledge Organiser

Key Facts and Information

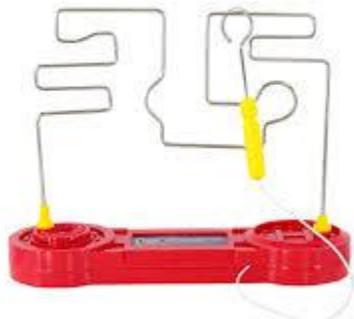
Operation, one of the most famous steady hand games, was made in 1965 by Hasbro. The game made Hasbro \$40 million after buying the design from John Spinello for \$500.

A steady hand game involves trying to get a metal rod from one side of a wavy wire to the other without the two touching.

The game works because it is made from an incomplete electric circuit. When the rod touches the wire, it completes the circuit and a buzzer sounds.

Key Questions

What makes a complete circuit?
 What games would be appealing to your target audience?
 How can you make the game more difficult?
 What could prevent your game from being successful?



Learning Objectives

L.O. to design an electronic steady hand game, referring to the design criteria;

L.O. To select from and use a range of tools and materials including ICT to make an electronic steady hand game with a simple electrical circuit

LO: To make and evaluate a prototype, then use this information to inform the design of my final product.

L.O. To evaluate my finished product against specification and how it can be improved

L.O. To evaluate my finished product against specification, stating if it's fit for purpose

Vocabulary

Series Circuit	A circuit where all components are connected end-to-end, forming a single path for current flow
Incomplete electrical circuit	A circuit where the path has been interrupted or 'opened' at some point so that the current will not flow
Component	one of several parts of which something is made e.g. bulb, buzzer, wire
Prototype	A test model of a product from which improvements and modifications can be made
modify	changing something to improve or fix it