

Topic: DT - Steady Hand Game

National Curriculum Knowledge outcomes:

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose
- generate and communicate their ideas through discussion and annotated sketches.
- select from and use a range of materials and components according to their functional properties and aesthetic qualities
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

The Learning Journey:

LQ: Can I research existing products?

Researching and playing existing steady hand games. Creating a design brief and specification.

LQ: Can I design my product?

Creating design ideas and a 3rd angle perspective drawing.

LQ: Can I make a game with a working circuit?

LQ: Can I evaluate my game?

Wider Curriculum (Cooking, trips, outdoor):

Links to electricity unit in science.

Spelling	Definition/Sentence
Circuit	A collection of components which make up an electrical system.
Conductor	A material which allows electricity to flow through it. Eg. Metal.
Insulator	A material which does not allow material to flow through it. Eg. Plastic
LED	A light emitting diode which lights up as electricity flows through it.
Pliers	A metal tool for holding, twisting or cutting wire.
3 rd angle perspective drawing	A drawing which shows a 3D object from all sides.
Function	How an object or product operates or works.

