

# Explore and use electrical systems to make an electrical game



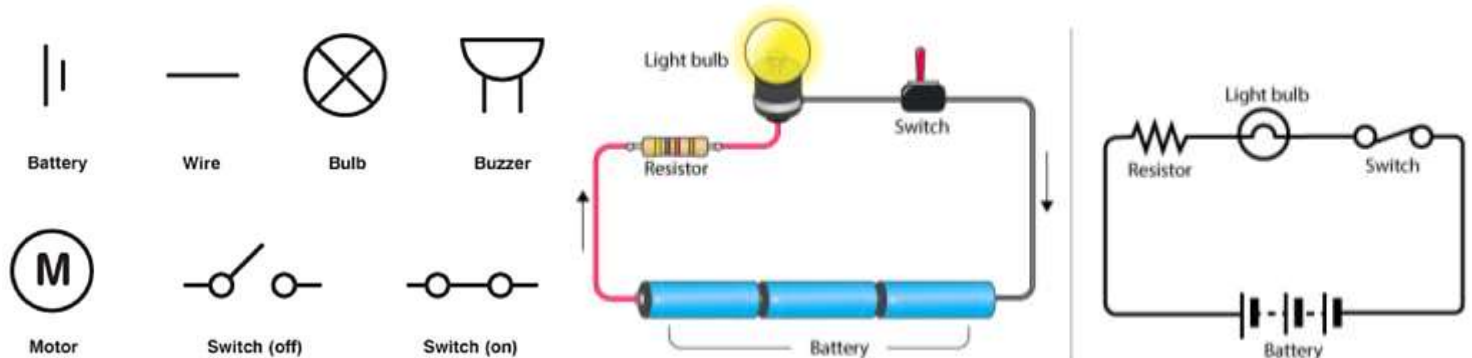
## Year 6 Design Technology

### Curriculum Objectives:

- To communicate ideas and apply knowledge to own design
- To know how to use electrical components to construct an electrical game
- To select and use tools safely

### Key Vocabulary

design	components	switch
sketch	lights	motor
size	buzzer	functional
electrical	circuits	appealing



Intents	Pupil	Teacher
I can investigate and analyse a range of existing electrical game products.		
I can use research to develop design criteria and inform my own design ensuring that it is innovative, functional, appealing and fit for purpose.		
I can develop, model and communicate my ideas through discussion, annotated sketches, diagrams, prototypes etc		
I can select from and use a range of materials, components and tools to make my model		
I can understand and use electrical systems in my product (lights, bulbs, wires, buzzer, switches etc.)		
I can evaluate my ideas and product against my original design criteria and consider the views of others to improve my work.		