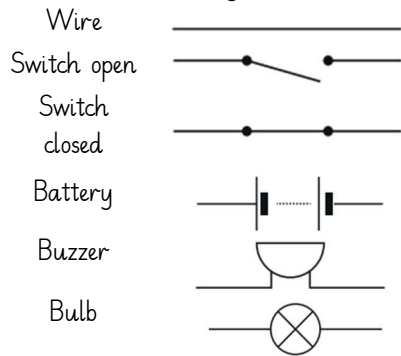


**Year 6 Knowledge  
Organiser –  
Steady Hand  
Game**



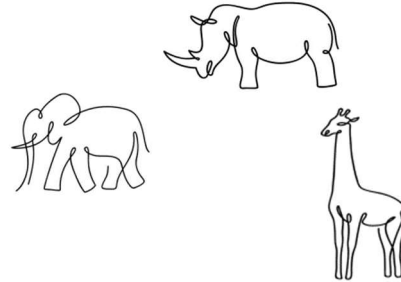
**Did you know?**

**Circuit Symbols:**



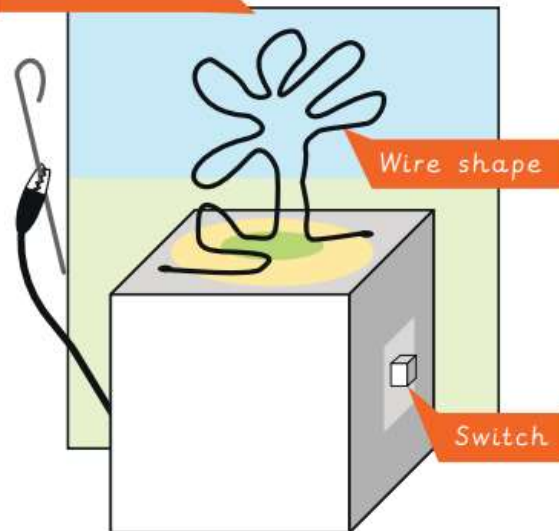
**Check it out!**

Check out continuous line drawings, such as Picasso's single-line animals for inspiration!



The more complex your wire shape, the harder your steady hand game will be, especially if the bends are close together.

**Backboard**



**Key Vocabulary**

*Continued*

**Series circuit** - A closed circuit where the current only follows one path.

**Side view drawing** - An engineering diagram which shows 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.

**Test** - To find out whether something works as it should.

**Top view drawing** - An engineering diagram which shows the dimensions (width, depth, length) of the top of a product.

**Key Vocabulary**

**Backboard** - A background designed for the steady hand game.

**Battery** - A cell or connected group of 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.

**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. It is often used to make wires and pipes.

**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 passes through.

**Magnetic field** - The area around a magnet where there is 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.