



**Design and Technology Topic:** Design and create a steady hand game.

**Year:** 5 **Term:** Summer 1

## Key Knowledge/Content:

- To know that batteries contain acid, which can be dangerous if they leak.
- To know the names of the components in a basic series circuit, including a buzzer.
- To understand the diagram perspectives 'top view', 'side view' and 'back'.

## Key vocabulary with definition:

### Prior vocabulary:

- Investor - A person who invented a particular process or device or who invents things as an occupation.
- Animator - A person who makes animated films.
- Market research - The action or activity of gathering information about consumers' needs and preferences.
- Graphic design - A person who combines text and pictures in advertisements, magazines, or books.

### New vocabulary:

- Backboard – A background design for the steady hand game ties in the overall theme.
- Net – A 2D flat shape, that can be assembled into a 3D shape using folding of fold lines and inserts.
- Series circuit – a closed circuit when the current only follows one path.

## Links to:

### Prior learning:

The children designed, made and evaluated a game. The children looked at famous inventors and looked at what made them successful.

### Future learning:

The children are going to be cooking. Writing a recipe and researching where food comes from.

## By the end of this unit

**All children can:** **recognise** what components and the functions are of a series circuit and **design** for a specific user.

**Most children can:** **demonstrate** how to assemble a series circuit and **demonstrate** how to test a product, discussing what went well and challenges faced.

**Some children can:** **explain** and critique the strengths and weaknesses of a product and **know** that 'configuration' means how the parts of a product are arranged

## Background understanding for teachers and parents:

The children are going to be designing, making and evaluating a steady hand game. They will be using their knowledge of circuits to test and plan their product.

## Curriculum Driver (one):

Communication

### Evidence outcome:

The children are going to be discussing their ideas and their techniques with their peers.