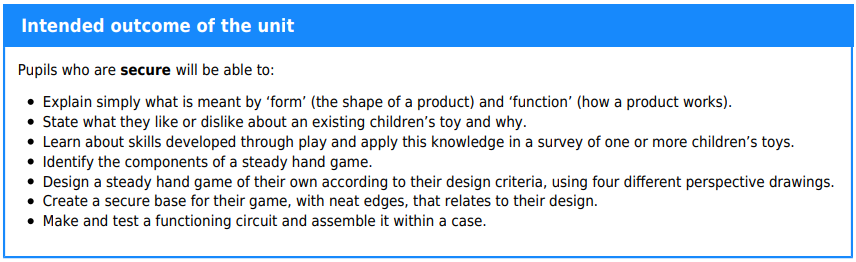
 **Tater Du sequence of learning – DT Year B**

**Spring term – Electrical systems: steady hand game**



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| --- | --- | --- | --- | --- | --- | --- | --- |
| Key vocabulary | | | | | | | |
| assemble  battery  battery pack  benefit  bulb  bulb holder | | buzzer  circuit  circuit symbol  component  conductor  copper | | | design  design criteria  evaluation  fine motor skills  fit for purpose  form | | function  gross motor skills  insulator  LED  user |
| Lesson 1 | | Lesson 2 | | Lesson 3 | Lesson 4 | |
| [Lesson 1: Developing through play](https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/electrical-systems-steady-hand-game/lesson-1-developing-through-play/) | | [Lesson 2: Game plan](https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/electrical-systems-steady-hand-game/lesson-2-game-plan/) | | [Lesson 3: Base building](https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/electrical-systems-steady-hand-game/lesson-3-base-building/) | [Lesson 4: Electronics and assembly](https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/electrical-systems-steady-hand-game/lesson-3-electronics-and-assembly/) | |
| To research and analyse a range of children's toys | | To design a steady hand game | | To construct a stable base | To assemble electronics and complete an electronic game | |