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

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



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| Key vocabulary |
| assemblebatterybattery packbenefitbulbbulb holder | buzzercircuitcircuit symbolcomponentconductorcopper | designdesign criteriaevaluationfine motor skillsfit for purposeform | functiongross motor skillsinsulatorLEDuser |
| 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 |