Electrical Systems – Steady hand game

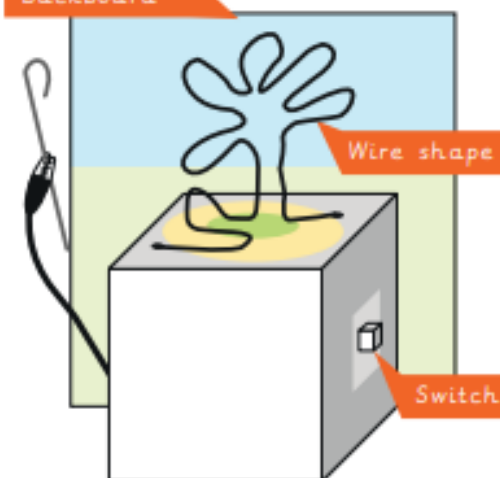|	
Backboard	A background designed for the steady hand game.
Battery	A cell or connected group of cells which store electrical energy.
Bulb	A component which gives light when electricity passes through it.
Buzzer	A component which makes a loud noise as electricity passes through.
Circuit	A collection 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.
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.
Side view drawing	An engineering diagram which shows the dimensions (width, depth, length) of the side (left or right) of a product.
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.

Check it out!

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

Key facts

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

Backboard

Wire shape

Switch

Circuit symbols:

wire	
switch open	
switch closed	
battery	
buzzer	
bulb	