Year 6 Design Technology

Explore and use electrical systems to make an electrical game

Key Vocabulary		
design	components	switch
sketch	circuits	motor
size	buzzer	functional
electrical	light	appealing

Disciplinary – DT Words   Substantive – Subject Knowledge   Bigger Picture – Support words

Choose 5 words from the key vocabulary list and find the meaning in the dictionary.
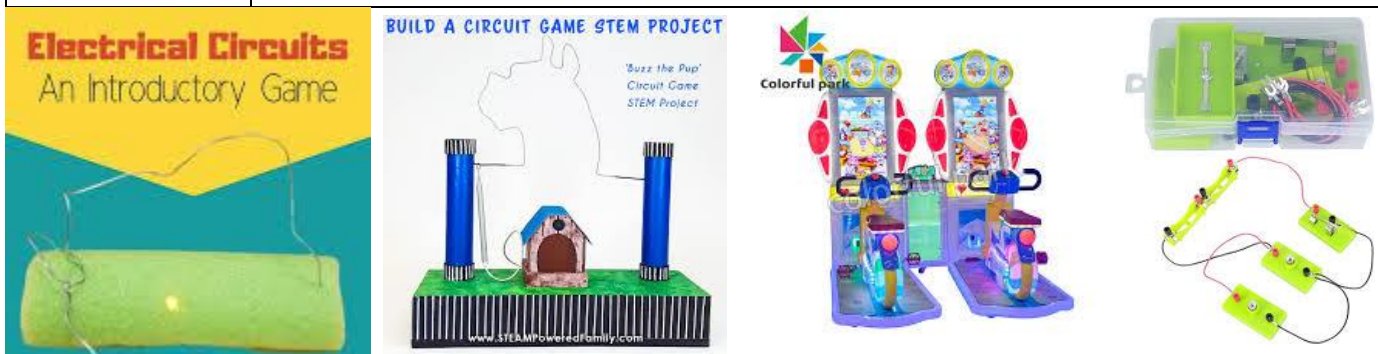
	Child	Teacher
What can I learn from analysing a range of existing electrical game products?		
How can I use research to develop design criteria and inform my own design ensuring that it is innovative, functional, appealing and fit for purpose?		
How can I develop, model and communicate my ideas through discussion, annotated sketches, diagrams, prototypes etc?		
How Can I select from and use a range of materials, components and tools to make my model		
How can I incorporate electrical systems in my product? (lights, bulbs, wires, buzzer, switches etc.)		
How can I evaluate my ideas and product against my original design criteria and consider the views of others to improve my work.		