

Year 6: Ravens



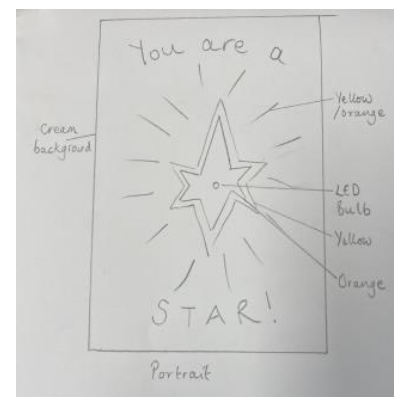
Autumn 2

Build an electrical toys

Component	Symbol	Purpose
Cell (Battery)		Provides electrical energy.
Power Supply		Alternative to using cells.
Wire		Allows current to travel.
Lamp		Converts electrical energy into heat and light.
Motor		Converts electrical energy into movement energy.
Buzzer		Converts electrical energy into sound energy.
Switch		Allows circuit to be opened or closed.

Key Vocabulary	Definition
<i>aesthetic</i>	The look of a product
<i>battery</i>	A source of electrical power
<i>bulb</i>	A wire filament that is heated with electric until it glows
<i>component</i>	A part or element of a larger whole
<i>design</i>	A plan or drawing produced to show the look and function of a product
<i>electrical circuit</i>	A path for transmitting electrical current
<i>purpose/function</i>	What something is designed for or intended to do
<i>stiff/stable</i>	An object not likely to give way
<i>switch</i>	A device for making and breaking the connection in an electric circuit
<i>user</i>	A person who uses or operates something

Card Design WAGOLL - Front



Design Criteria

User

- Who is your card for? (A friend/member of their family.)
- How will your design be suited to the user? (Do they have favourite colours/objects/patterns?)

Purpose/function

- What is the card for? (Is it for a special celebration or to say something in particular? E.g. a birthday card/a card to say thank you.)
- How could the card be designed so that it is suitable for this purpose? (What is the purpose of the light in the card e.g. a light to show the flame of a candle on a birthday cake.)

Aesthetic appeal

- How will you make your design appealing? (Consider colours, shapes, patterns)

Card Design WAGOLL - Back

