## Electrical Systems - Steady hand

hs - Steady hand game
A background designed for the steady hand game.
A cell or connected group of cells which store electrical energy.
A component which gives light when electricity passes through it.
A component which makes a loud noise as electricity passes through.
A collection of components which make an electrical system.
A material that allows electricity to flow through it. e.g. metal.
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. A material that does not allow electricity to flow through it. Insulator 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. A 2D flat shape, that can become a 3D shape once assembled. Net

Pliers A metal tool used for holding, twisting or cutting wire.

A simple model that lets you test out your idea, how it will look Prototype and work.

Series circuit A closed circuit where the current only follows one path. An engineering diagram which shows the dimensions <u>Side</u> view drawing (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. An engineering diagram which shows the dimensions Side view drawing (width, depth, length) of the side (left or right) of a product. To find out whether something works as it should.

An engineering diagram which shows the dimensions Top view drawing (width, depth, length) of the top of a product.

## Check it out!

Test

Backboard

Battery

Buzzer

Circuit

Copper

Conductor

Bulb

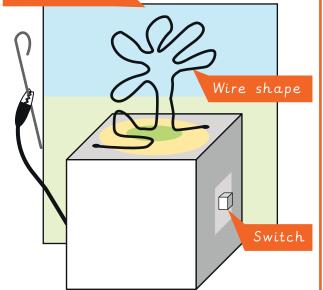
Check out continuous line drawings, such as Picasso's single-line animals for inspiration!





the harder your steady hand game will be, especially if the bends are close together.

## Backboard



Circuit symbols:	
wire	
switch open	
switch closed	
battery	B B
buzzer	
bulb	$-\otimes$