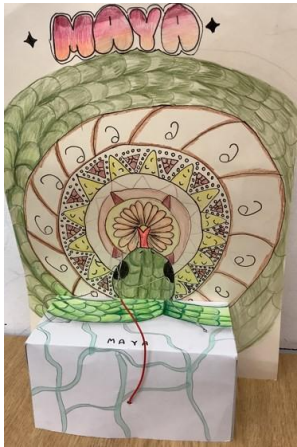




“Whatever you do, work at it with all your heart”

Colossians 3:23



Maya-Themed Buzzer Game

Year 6
Summer2

Key Knowledge

To know that:

Function and form are the two main aspects when designing a toy that is fit for purpose.

An appropriate level of challenge will make a game more appealing

Annotating a design with appropriate detail is an important part of the planning process.

There are different tools and techniques for cutting materials

There are different contexts in which to use different tools.

Rulers and measuring tapes are used to mark out and cut to the nearest millimetre.

The finished product must have a high-quality finish

Art skills can be used to decorate my product.

Design: creating a detailed drawing of your idea before making it.

Annotate: labelling your design with information that is useful—colour, materials, etc.

Prototype: a practice version of your design to test if it works, stands up, moves in the way you want, etc.

Measure: using a ruler (or tape or scales etc.) to check the length (or weight or height).

Millimetres (mm): unit of measurement for length—there are 10mm in 1cm.

Adhesive: another word for glue. There are lots of different adhesives that can join materials: tape, glue, hot glue, etc.

Frame: a sturdy structure that is built to support a model and help it stand upright.

Base: the flat, sturdy piece of material that your model stands on.

Structure: the body/main part of your model.

Circuit: wires, batteries and components (light bulb, buzzer, motor, etc.) connected together.

Switch: can control the circuit and start/stop the flow of electricity.