

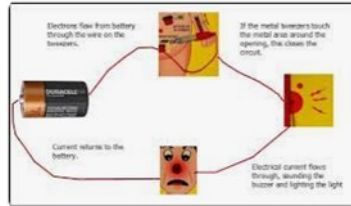


# Toy Space Rocket Buzzer Game (Electrical Systems)

We are learning to design and make a toy space rocket buzzer game.

Every circuit is comprised of three major components:

a conductive "path," such as wire, or printed etches on a circuit board; a "source" of electrical power, such as a battery or household wall outlet, and a "load" that needs electrical power to operate, such as a lamp.



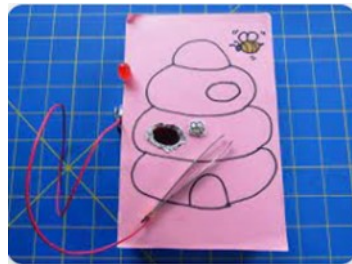
## What have we already learnt?

The children have had previous experience of making a circuit in science and in the simple torches they made in Year 3. They may have also played games that contain circuits such as Operation.

They have learnt to make their products aesthetically pleasing for their user and fit for purpose communicating their designs by sketching and annotating.

A circuit is a complete path around which electricity can flow. It must include a source of electricity, such as a battery.

Vocabulary	Definition
circuit	a complete circular path that electricity flows through
insulator	A material which does not allow heat or electricity to pass through it
conductor	a substance or material that allows electricity to flow through it
buzzer	an electrical device that makes a buzzing sound as a signal
switch	a device for opening and closing electrical circuits under normal load conditions
fault	electricity moves through a circuit in an unintended path
connection	When there are two or more electrical devices present in a circuit with an energy source, there are a couple of basic means by which to connect them



Materials that allow electric current to pass through them easily, called conductors, can be used to link the positive and negative ends of a battery, creating a circuit.