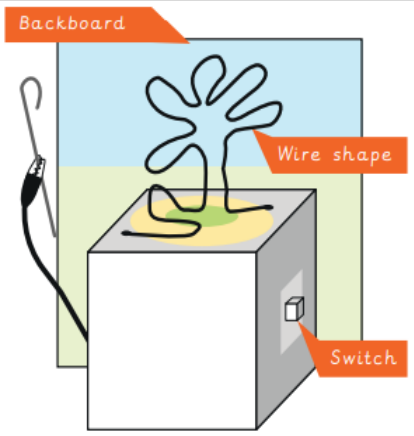
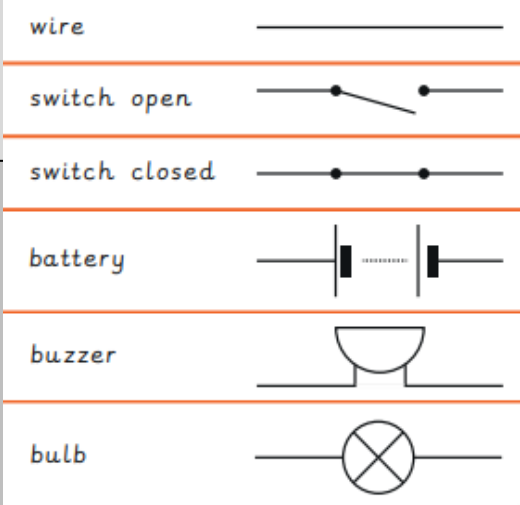


# Year 6: Electrical systems Knowledge Mat

Subject Specific Vocabulary		Product outcome	Important knowledge about electrical systems:
<b>justify</b>	To prove something to be right or true.		<ul style="list-style-type: none"> <li>❑ I can effectively analyse a range of images and information about children's toys.</li> <li>❑ I know and name the components of a steady hand game using my key vocabulary.</li> <li>❑ I can design a steady hand game using specifically drawn plans from different perspectives which show the structure and formation to meet my design criteria.</li> <li>❑ I can construct a stable base, using a net. I can cut and assemble with precision to achieve a high-quality finish.</li> <li>❑ I can design and incorporate a working circuit into the.</li> <li>❑ I can refine and adapt my product to ensure it meets the design specification and provide constructive feedback for my peers.</li> <li>❑ I can critically analyse my product to produce an evaluation about how my product could be enhanced.</li> </ul>
<b>design specification</b>	To make or draw plans specifying the structure or form they will adopt.		
<b>innovation</b>	A new idea, product or way of doing something.		
<b>precision</b>	To be accurate or to have an exact likeness to something.		
<b>output device</b>	Any piece of computer equipment that converts information into a readable format. E.g. a printer.		
<b>input device</b>	A piece of equipment used to provide data and control signals. E.g. a computer keyboard.		
<b>current</b>	The flow of electricity in a wire or other conductor.		
<b>component</b>	A part of something. E.g. a screen is a part of a computer.		
<b>monitor</b>	A device used to collect information about the use, operation, or condition of something.		
<b>open/closed switch</b>	An open switch is where a current cannot flow through it. A closed switch is where a current can flow through it.		