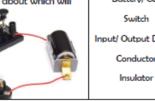
<u>Year 6 – DT knowledge organiser – Underwater lamp design</u>

Health and Safety Remember that electricity can -Do not put fingers or Never pull a plug out Follow electrical signs Return all equipment to the -Never use anything with a Remove any jewellery Keep metal objects away from objects in outlets. by its cord. correct zoned areas of the cause burns, shocks, serious and tie back long hair. plug, wire or cord around electrical heat sources - e.g. and guidance carefully. classroom/workshop. injury & even death. Wear an apron. water. knife away from toaster.

Designing Key Vocabulary -You need to think about who your product is for - what is its purpose and who is going to use it?. Simple Circuit -Consider the materials that you will use - what type of input device (e.g. Switch battery/cell), conductor (e.g. wires) and output device (e.g. bulb) are best for Current your purpose and audience? Short Circuit -Consider whether to create a homemade switch or use a bought switch. Battery/ Cell Different switches work in different ways (see below) – think about which will be the most accessible/ appealing to your user. Switch As a part of the design process, you should be Input/ Output Device able to sketch and annotate different ideas. Conductor You should also be able to plan the main

stages of making, using either a checklist, a storyboard, or a flowchart.



Making & Evaluating

Making Electrical Systems -In order to ensure that your circuit is closed, it is hugely important that your connections are secure. -Connecting blocks and bulb holders are useful pieces of equipment for ensuring this. -Twisting strands of wire and taping wire are also useful strategies for creating a secure connection.

Switches

-Homemade switches can be made using this equipment:



-A range of bought switches can also be used. Reed switches operate by magnets, whereas toggle switches use a lever. Push-to-break switches are turned off by pressing them. Push-to-make switches are turned on by pressing them.

Evaluating -How well does your electrical system work? Does it work as planned? -Does it meet its purpose?

-What would your audience think about your product? What would they like about it? What

would they not like? -What type of switch did you choose to use?

Why? What are the pros and cons of this type of switch?

What problems did you encounter? How did you fix them?

What could you still improve about your product? How would you do things differently next time?



Linked to our English book Manfish, the project is based on designing an underwater lamp or torch for a scuba diver ensuring it is fit for purpose.

<u>Key Vocabulary</u>	
design	A plan or drawing produced to show the look and function of how something works.
functionality	The quality of being suited to suite a purpose well.
evaluate	To form an idea or evaluate success.
innovative	Advanced, original or one of a kind.
prototype	A first attempt or model of something.
specification	Describing or identifying precise requirements or needs.
ригроѕе	The reason for which something is done.