Unit 14 Educational Toy/Game **Year 5** **Term2**

Purpose of Unit

Pupils will use their knowledge of basic electricity to design and make a learning aid for younger children. The unit focuses on the child producing questionnaires to canvas the views and preferences of others. Children also formulate more complex questions for experts/visiting speakers.

Key Skills

Literacy
Children will share experiences, discuss the needs of others, write clear step by step plans. They will ask others to express and justify their preferences.
They will be taught appropriate vocabulary for example: switch, circuit, parallel

Numeracy
Children will measure and cost materials and components.
They will analyse and present their results graphically.

ICT
Use a graphics package to produce attractive finish for products.

Pupils will

- carefully consider the needs and preferences of others;
- create a design specification by adding to the given brief;
- make a variety of circuits using a variety of switches;
- design and make an educational toy/game that fits the needs of its users;
- evaluate the toy against the original specification and the views of the users.

Common Requirements

The following common requirements are particularly relevant to this unit: PSE (considering the educational needs of younger children), Communication Skills (survey)

Health and safety

No additional specific advice given for this topic over and above general advice on tool use previously leaned. Use of rechargeable batteries is **not** advisable! Rechargeable batteries can generate a dangerous amount of heat when short-circuited.