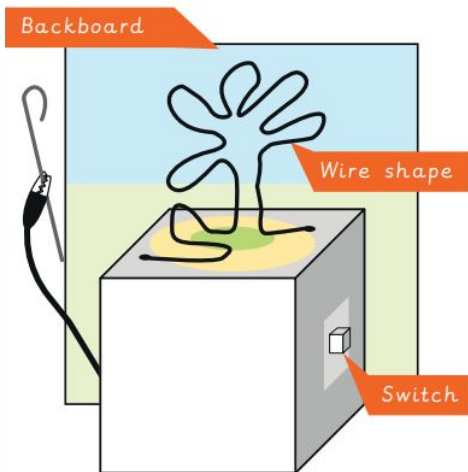


Components

Wire, handle, shape, battery, buzzer/bulb and switch



Key words	Explanation
Backboard	A background design for the steady hand game that ties in the overall theme.
Battery	A group of cells which stores electrical energy.
Buzzer	A component of a circuit that emits a noise when electricity passes through it.
Function	How an object or product operates.
Net	A 2d flat shape, that can be assembled into a 3D shape using folding of fold lines and inserts.
Pliers	A metal tool used for holding, twisting or cutting wire that will be used during the molding stage of their steady hand games.
Series circuit	A closed circuit where the current only follows one path.
Switch	A component which opens and closes to turn the circuit on and off.
Test	To assess whether something (their steady hand game circuit) works as it should.

Electrical symbols required

wire	
switch open	
switch closed	
battery	
buzzer	
bulb	

