



# All Saints CE Primary School and Nursery

## Medium Term Planning



Class teacher: Jake Woolcock Year group: 5 Term: Spring 2 Subject: DT - Steady hand game

Lesson	Learning Goal (L.G.)	Brief outline of lesson content (or where this can be found/unit found in, if for example it is a published scheme such as Science, Kapow French or Music, Purple Mash computing)	Key Vocabulary covered
1	Explore systems used in children's games	Look at circuits used in simple alarms and analyse the components used. Talk to Y1-Y2 about what themes they would like in their games.	wires, clips, buzzers, bulbs batteries, alarm, components
2	Use my electrical knowledge to plan my game.	Using the correct symbols and terminology draw a circuit plan and a plan for the whole game.	wires, clips, buzzers, bulbs batteries alarm, components
3	I can construct a stable base for my game.	Using cardboard and art supplies design a themed base and background for my game.	wires, clips, buzzers, bulbs batteries alarm, components
4	I can assemble the electronics for my game.	Using electrical equipment - wires, clips, buzzers, bulbs and batteries build a proof of concept circuit to test that it would work.	wires, clips, buzzers, bulbs batteries alarm, components
5	Evaluate	Compare their final circuit to their plans, complete an evaluation and allow peers to	wires, clips, buzzers, bulbs batteries alarm, components

		complete feedback that the children acknowledge in their evaluation. Share their completed game with children from their target demographic. Collect feedback.	
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