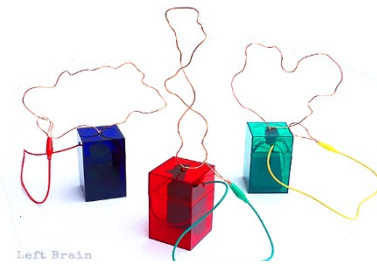




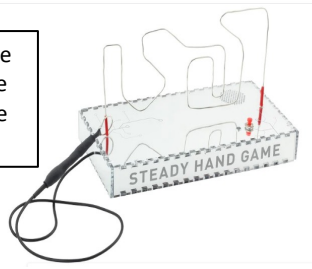
End of an 8 Week Carousel Rotation



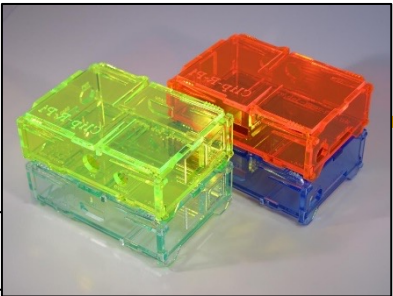
Testing and evaluation: Using the game to test functionality. Evaluate the quality of construction.



Game assembly : Forming the wire challenge. Putting all the parts together to produce the game



NC Link: Select appropriate tools, joining techniques and processes to construct the components and assemble the game.

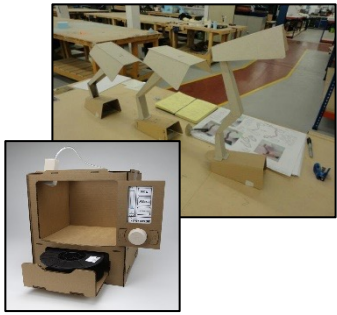


Case assembly : using easy to fit tabs and acrylic glue.

NC Link: Select from a complex range of Materials, components



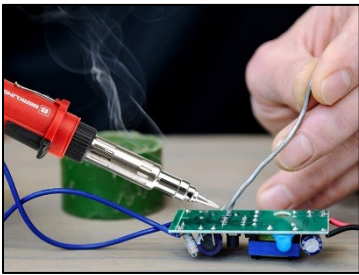
Modelling the case . Detailed background shapes are prototyped in card before transferring to acrylic



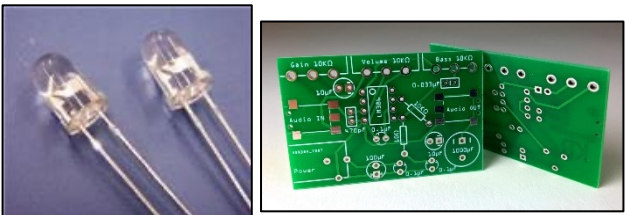
Cad CAM production: of the students cases using Laser cutter and acrylic sheet



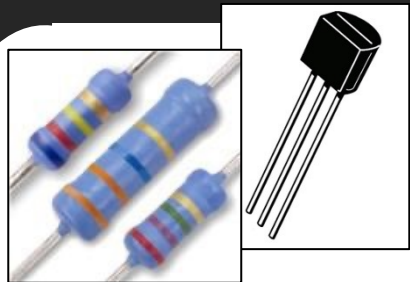
NC Link: Why do we use solder? What does it comprise of? How do the materials create a conductive joint?



Build the circuit: Understanding the process of soldering and completing test pieces. Putting final components in place.



Printed circuit Board : students are given their PCBs and identify where specific components go



Electronic component identification : Investigation into the function of different components. Students select the correct ones to control different elements of their games.

NC Link: Students learn about resistance in electronics and the uses for diodes to create their latching circuit.



National Curriculum Link

Investigation and Introduction: Review of existing hand eye co ordination games, the students develop a specification and write a design brief .

