



## Year 6 Design Technology and Science – Steady Hand Games Project

In Design Technology, we have created steady hand games! This project also allowed us to pupils to apply our scientific knowledge of electricity, such as constructing circuits, in a purposeful way.

We investigated existing products, by playing manufactured steady hand games and then developed our own design ideas through annotated sketches. We selected appropriate tools, materials, and components to construct a working steady hand game, then we evaluated the effectiveness of our final product against our design criteria. Through this process, we applied our technical knowledge, particularly in the use of simple electrical systems.

The steady hand game project has helped us to develop our skills in critical thinking, our creativity, and problem-solving, while also fostering collaboration and resilience. It provided a meaningful opportunity for us to explore how scientific and technological understanding can be applied to real-world challenges in a fun and interactive way.

