



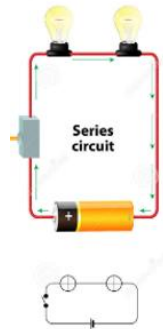
D.T: ELECTRICAL SYSTEMS

Famous inventors and inventions

- **Thomas Edison:** lightbulb, safety fuses and on/off switches for light bulbs
- **Joseph Swan:** lightbulb, lighting in houses and street lighting.
- **Edwin Holmes:** burglar alarm
- **John Spinello:** Operation board game

Design

Circuit diagrams



Components are represented as symbols.

The circuit needs to produce the necessary output (sound) when the wire is touched. It also needs a switch to turn the game on and off.

The theme needs to appeal to the user and it should clearly match the purpose.

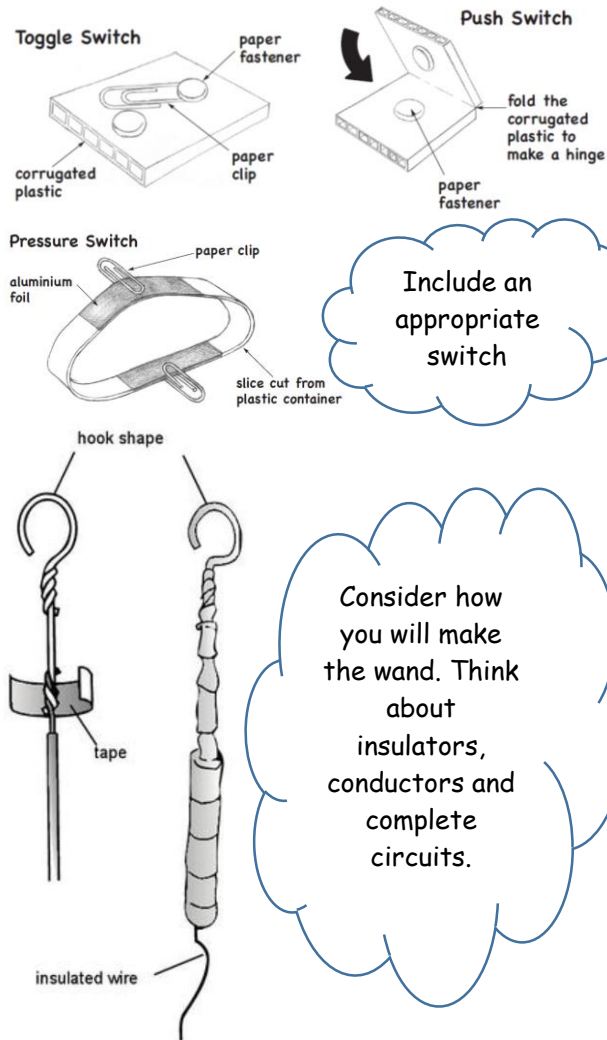
Evaluate

- Does your product match the intend user and purpose?
- What do you think the user's opinion would be of the product and why?
- Does it include a buzzer and switch? Do they work effectively? Which switch did you choose and why?
- Is your product aesthetically pleasing and finished to a high standard? Explain.
- What would you improve/do differently next time and why?

Overview of project

- **User:** Children
- **Purpose:** Entertainment and to help develop co-ordination skills.
- **Must include:** a buzzer for sound and a simple switch to control the overall circuit.

Make



Key vocabulary

- Aesthetics
How something looks
- Buzzer
A component that produces sound
- Circuit
Series of electrical components
- Component
Part used in a circuit
- Conductor
Electricity passes through easily
- Design specification
Requirements for a product
- Insulator
Difficult for electricity to pass through
- Output
Something that happens as a result of something else
- Product
Something which is made for an intended user with a purpose
- Switch
Completes and breaks a circuit to turn something on/off
- User
Person who would want to buy it