



## STEADY HAND GAMES

LEVEL OF DIFFICULTY



### OUTLINE OF ACTIVITY

Club members can design a game to test hand control. The game makes use of the fact that electricity will only flow around a complete circuit - it will stop flowing the moment the circuit is broken. The idea is to try *not* to complete a circuit, so that a buzzer does not make a sound or a bulb does not light up. It can be designed in any shape and switches can be built in. A platform to support the loop can be made from correx, wood or a shoe box.

### EQUIPMENT

Quantities are based on a **make** and **take** approach to produce 20 steady hand games.

- crocodile leads x 60
- correx
- buzzers x 20
- insulated wire
- card cutters
- flexible metal wire
- batteries x 40
- battery holders x 20

### SCIENCE CONTEXT

**Circuits**, the construction of electrical circuits incorporating a battery or power supply and a range of switches, to make electrical devices work e.g. buzzers, light bulbs and motors.

### SCIENTIFIC EXPLANATION

Electricity will only flow if a circuit is a continuous, unbroken loop. Once the wire of the handle makes contact with the loop, a circuit is complete, which causes an electrical device such as a buzzer to work.