

## Electrical Systems - Static electricity

### Vocabulary

Attract	Where there is an invisible power that pushes or pulls an object towards another object.
Component	One of two or more parts of which something is made.
Constructive criticism	Suggestions given in a kind and friendly way on how something can be made better, rather than just saying what is wrong.
Design criteria	A set of rules to help designers focus their ideas and test the success of them.
Electrostatic	Energy caused by the positive and negative electrical charges of objects when rubbed together.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Feedback	Information about how good or useful something or somebody's work is.
Motion	The movement an object makes when controlled by an input or output (e.g. left, right, up, down).
Repel	Where there is an invisible power that pushes or pulls an object away from another object.
Target audience	A person or particular group of people at whom a product is aimed.
Test	To find out whether something works as it should.

### Did you know?

If you rub a balloon up and down your body or go down a plastic slide, you will generate an **electrostatic** charge.

Each of the strands of your hair will stand on end as they try to push away from each other.



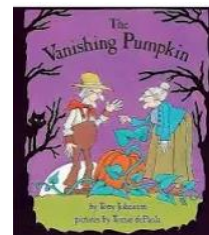
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Subject: Design & Technology

Concept: Electrical Systems- Halloween Static Electricity Game

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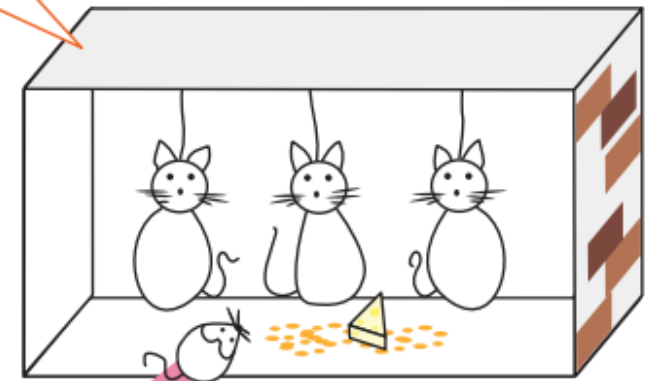
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### Key facts

**Design criteria** are the rules and requirements that the product must meet if it is to be successful (e.g. size, shape, texture, colour, theme).

Does this design meet all the criteria below?



They remind the designer what they must include in the design and what the product must be able to do when finished.