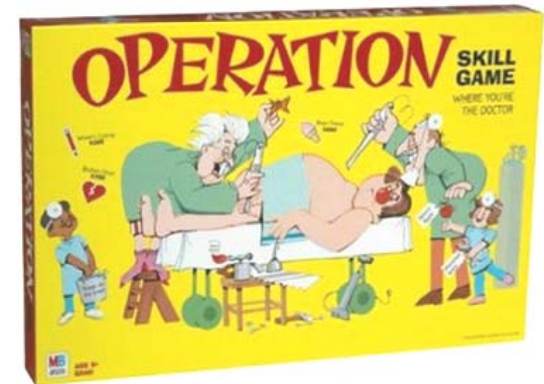
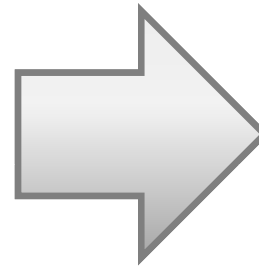




toy engineering

You are going to be designing a game that uses a **simple circuit**.

Remember the game “Operation”? Every time you touch the walls of the body with the operating tweezers, a buzzer and light would go off.

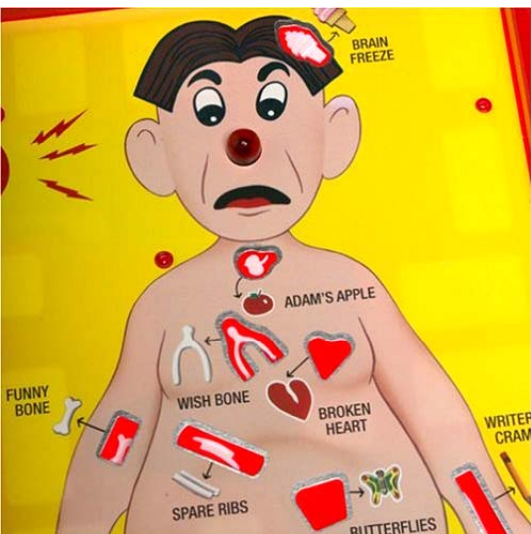


Same concept here! Be creative!

(instructions on the back)

Once you are done with your circuit...

1. Choose a template for your game or create your own “patient”
2. Cut out the parts you want to use for the game and color your template
3. Create a box to go around the template and the circuit



toy engineering instructions

- Connect the **red wire** from the battery holder to the resistor. Twist the wires together and put electrical tape around them
- Pick up your LED, the long leg is the anode (positive side) and the short leg is the cathode (negative side)
- Connect the other side of the resistor to the positive side (anode) of the LED
- Connect the cathode of the LED to the **red wire** of the Buzzer. The Buzzer has **red wires** (positive side) and **black wires** (negative side)
- Connect the **black wire** of the battery holder to the tweezers
- The circuit on the right demonstrates how the aluminum foil and tweezers can be added to your game circuit design
- Insert the battery into the batter holder and test your circuit. Does the Buzzer sound and the LED light up?

