

Electronic Toys



An electronic toy is something which when you provide an input, it responds. For example, if you press a button the hand moves. They are programmed to respond in fixed ways if you interact with them. In our computing this half term we will be designing our own electronic toys.

For your homework this week, to help you develop ideas for this project, choose a toy you have in your house which has an electronic element.

1. Draw your toy and provide labels to key parts.
2. Explain how your toy works - what happens when you interact with it - what is the input/output.
3. Explain what you like (or dislike) about this toy.

