

series circuit	a circuit where all components are connected in one single loop.
conductor	a material that allows electricity to pass through
insulator	a material that blocks electricity to pass
componant	a part of circuit (e.g., buzzer, battery, bulb)
prototype	a first "test" model of a game to see if the circuit works.

- What is the job of the battery in your steady hand game?
- Is the circuit 'open' or 'closed' when the buzzer is making a noise?
- Why is it important to create a 'prototype' before using your final materials?
- How will you test your game to make sure the difficulty level is 'just right'?
- If the buzzer doesn't sound when the loop touches the wire, what are the first three things you should check to "troubleshoot" the circuit?

Circuit symbols:	
wire	
switch open	
switch closed	
battery	
buzzer	
bulb	

