

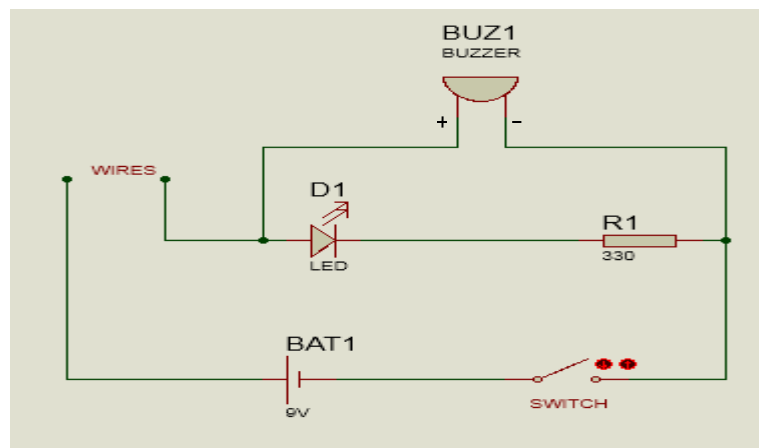
## Concentration and Patience increasing fun game

If you have ever been to a carnival or an amusement park, you may have seen or played a simple hand-eye coordination game involving a metal loop on a handle and a length of curved wire.

It is fun, challenging and competitive game where you are playing the number of touches against time and involves hands-on learning. It calls for you to keep a cool head and steady hand. The player has to get the right balance between speed and skill in order to obtain the winning score.

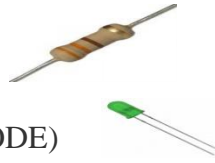
This is a game of skill, coordination and concentration has an alarming warning if you touch the wire. In this game, players won't receive shocks if they lose. Instead, a buzzer will signal whenever the metal loop touches the curved wire. Through this wire loop game we learn how electricity from a battery can be used to make sounds and we can also build our own wire loop game and then play it.

### CIRCUIT DAIGRAM



## **COMPONENTS REQUIRED**

- RESISTORS (R1= 330ohm)
- LED(LIGHT EMITTING DIODE)
- BUZZER
- SWITCH
- BATTERY



## **OTHER REQUIRED MATERIAL**

- WIRES
- SCREWS
- WOODEN FRAME

## **HOW TO PLAY**

This is a game which involves guiding a round metal loop along a serpentine length of wire without touching the loop to the wire. The loop and wire are connected to a power source in such a way that, if they touch, they form a closed electric circuit. The circuit is connected to a light and sound-emitting device i.e. LED and BUZZER, so that when the loop and the wire touch, the LED will light up, and the BUZZER will make a sound.

The aim in this game is to guide the grip mounted loop through the curved wire without touching the loop against the metal wire all the way to the end.

If the metal loop touches the wire, even for a fraction of a second, the buzzer will buzz and the player must start again. The winner will be the player who reaches the end of the wire in the quickest time.

You can make our own design of frame or stand. Twist your own creative design for the metal wire to match the size and the design of frame or stand.

The difficulty level of the game is decided during making by choosing the diameter of the loop, and by choosing the number of curves and corners in the wire.

The circuit design is completely independent from the design of the frame or stand.