

Key Words	
1. mechanical	Anything that is powered (made to work) by a machine.
2. diagram	A drawing used to show how something works or how it is made.
3. source	Where something comes from or where it starts from.
4. circuit	A path that loops back on itself. In electrical circuits, this allows electricity to travel.
5. voltage	The unit of measurement for electrical power or energy.
6. cell	Where electrical energy is stored (a battery is a type of cell).
7. symbol	A picture which represents (stands for) an object or an idea.
8. component	Part of a larger whole, especially a vehicle or a machine.
9. reflect	When a hard surface throws back light, heat or sound.
10. energy	Energy allows things change and move. Electricity is one form of energy.

Development of fairgrounds through time:

Pre-1800s: Fairgrounds are more like travelling markets where produce is bought and sold. Entertainments are also on offer.

1800s: Entertainments (shows, circus acts, animal acts) increasingly become the main function of fairgrounds.

1860s: Steam is used to power rides for the first time.

1910: Electricity replaces steam as the main source of power and rides become increasingly fast and sophisticated (complex).

Circuit symbols:

