

# Year 5 Knowledge Organiser— Pinball Wizard



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## Vocabulary

Key Vocabulary	Definition
Function	an activity that is natural to or the purpose of a person or thing.
Plan	a detailed proposal for doing or achieving something.
Friction	the resistance that one surface or object encounters when moving over another.
Technique	a way of carrying out a particular task, especially the execution or performance of an artistic work or a scientific procedure.
Compare	estimate, measure, or note the similarity or dissimilarity between.
Evaluate	form an idea of the amount, number, or value of; assess.
Sketch	a rough or unfinished drawing or painting, often made to assist in making a more finished picture.
Mechanisms	a system of parts working together in a machine; a piece of machinery.
Smooth	having an even and regular surface; free from perceptible projections, lumps, or indentations.
Design	a plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made.
Prototype	a first or preliminary version of a device or vehicle from which other forms are developed.
Levers	a rigid bar resting on a pivot, used to move a heavy or firmly fixed load with one end when pressure is applied to the other.

## Key Questions

How do pinball machines work?

What are the different parts of a pinball machine? How are they made?

What angles are best for a pinball machine?

## Work Examples



## Key Designers

David Gottlieb

15th Dec 1900— unknown



## Key Facts

David Gottlieb was known as a conservative businessman who rarely took risks and ran his affairs as if the entire coin-op industry could fall apart at any time.

Gottlieb maintained an aggressive release schedule of between ten and twenty tables a year to become the dominant pinball manufacturer in the industry. Remarkably, nearly all of these tables were designed by a single man, Wayne Neyens.

Gottlieb first made mechanical pinball machines, including the first successful coin-operated pinball machine Baffle Ball in 1931.

[2] Electromechanical machines were produced starting in 1935. The 1947 development of player-actuated, solenoid-driven 2-inch bats called "flippers" revolutionized the industry.

D. Gottlieb & Co. was established by David Gottlieb in 1927 as an arcade game corporation.

## Timeline

