Science Topic Overview: **Electricity (Part 1 of 2)**

Previous linked learning

Year 1
– I can describe the simple physical properties of a variety of everyday materials

Year 2
– I can identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

I think I already know…

I would like to find out…

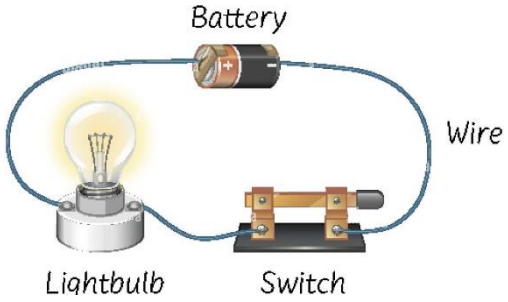
Key Vocabulary

wood, plastic, glass, paper, metal, rock, brick, fabric, elastic, foil

appliance
battery power
main power
circuit
series
cell
battery
wire
bulb
switch
break in circuit
conductor
insulator

By the end of this unit you will be able to….

- Identify common appliances that run on electricity
- Identify when electricity may be dangerous
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery and identify how to change the circuit to allow the bulb to light



Science Topic Overview: **Electricity (Part 2 of 2)**

Previous linked learning

Year 1
– I can describe the simple physical properties of a variety of everyday materials

Year 2
– I can identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

I think I already know…

I would like to find out…

Key Vocabulary

Continued from Spring 1:
wood, plastic, glass, paper, metal, rock, brick, fabric, elastic, foil

appliance
battery power
main power
circuit
series
cell
battery
wire
bulb
switch
break in circuit
conductor
insulator

By the end of this unit you will be able to….

This topic is in connection to DT learning

- Explore which materials are conductors and insulators, and associate metals with being good conductors and ask 'which materials conduct electricity?'
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- Create a light box and use what I know to explore 'how can I create my own switch?'