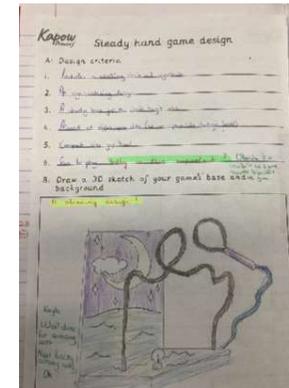
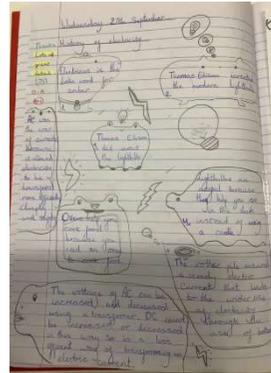
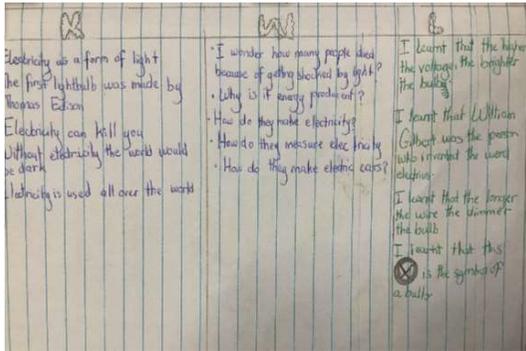


All Systems Go - Electricity - Science and Technology

Science and D.T.: To start our topic, we were introduced to the idea of building a steady hand game. We were given electrical components to explore and we created a KWL grid to track our learning.

Reading and Science: We then researched different electrical discoveries and the history of electricity, before creating an information poster about them.

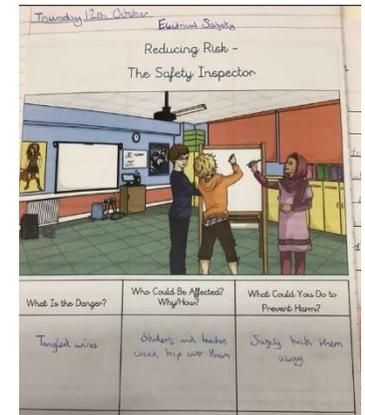
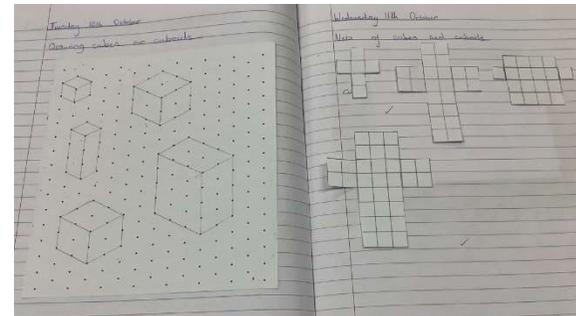
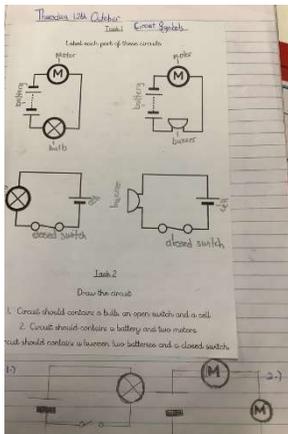
D.T.: Next, we created a success criteria for a steady hand game and drew our design.



Next, we revised our knowledge of circuit symbols and learnt to draw accurate circuit diagrams.

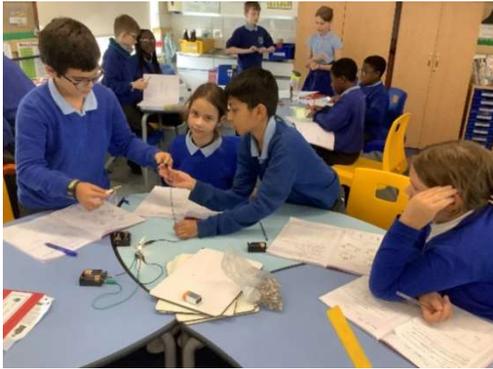
Maths and D.T.: In Maths, we created drawings and nets of cubes and cuboids. These nets formed the template for the base of our steady hand game.

We then learnt about the dangers related to electricity and acted as safety inspectors to identify and solve electrical problems.

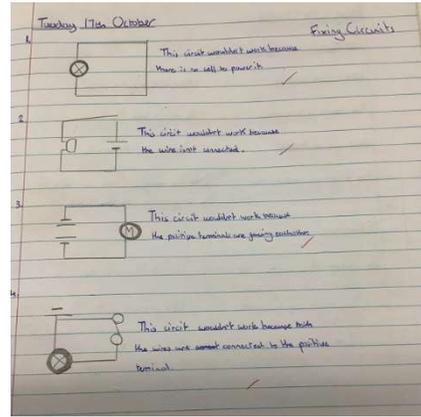


All Systems Go - Electricity - Science and Technology

We set up an investigation to find out how the voltage affects the brightness of the bulb.



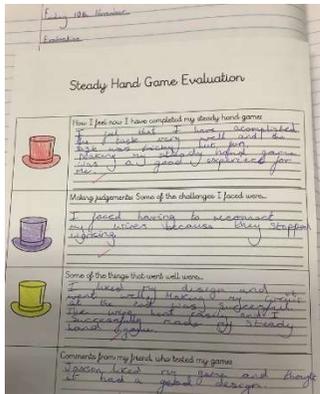
Next, we looked at different circuits with electrical faults and identified what the problem was. We were able to fix the circuits.



Following this, we investigated how the length of the wire in a circuit affects the brightness of the bulb.



Thinking Skills: Finally, we evaluated our steady hand game using Thinking Hats and added what we have learnt to our KWL grid.



D.T. and Science: Then, we put all of our learning together to create our steady hand game, using a working circuit.



Home Learning Tasks - Year 6

All Systems Go!

These are a list of ideas of activities. Pick and choose activities you think you would enjoy. You can bring your work into school or share your learning by uploading photos, videos or documents to Google Classroom.

Expressive Arts

- Create an electrical safety poster
- Write a song about the dangers of playing with electricity
- Design an electrical toy

Languages, Literacy and Communication

- Research and write a leaflet about renewable energy
- Write a poem about electricity
- Create an instruction manual about how to create a working circuit

Mathematics and Numeracy

- Create a tally chart of the number of electrical appliance in your home. Convert this into a bar chart
- Keep practising times tables

Health and Wellbeing

- Go for a walk and think about where you can see electricity in action.
- Try to have a day where you live appliance free. Leave your tablets, phones and T.V. turned off!



Humanities

- Create a presentation to document information about the history of electricity.
- Write a biography about a person who has had a significant impact in the world of electricity.

Science and Technology

- Explore electricity at home with some fun experiments :
<https://www.wareteachers.com/electricity-experiments/>
ALWAYS WORK WITH AN ADULT WHEN USING BATTERIES OR MAINS ELECTRICITY.
- Test your knowledge with some online games :
<http://www.primaryhomeworkshelp.co.uk/revision/Science/electricity.htm>