

Key Learning

Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.

Compare and give reasons for variations in how components function, including the brightness of bulbs and the loudness of buzzers.

Compare and give reasons for variations in how components function, including the on/off position of switches.

Use recognised symbols when representing a simple circuit in a diagram.

Key Symbols



Battery



Wire



Bulb



Buzzer



Motor



Switch (off)



Switch (on)

Key Vocabulary

Conductor	Substances that an electric charge can pass through without difficulty
Insulator	A material which does not easily allow heat and/or electricity to pass through it
Battery	Stores of chemical energy
Circuit	A complete path around which electricity can flow
Component	An electronic element that can be connected together to make circuits
Buzzer	A type of speaker that can only make one sound
Voltage	The difference in electrical energy between two parts of a circuit
Parallel	Two objects or lines that stay the same distance apart for their entire length
Motor	Self-contained devices that convert electrical, chemical, or nuclear energy into mechanical energy
Switch	A component within an electrical Circuit which enables the flow of electricity to be turned on and off
Lamp	A glass bulb or tube that emits light produced by electricity

Working Scientifically

- Plan different types of scientific enquiries to answer their own or others' questions, including recognising and controlling variables where necessary.
- Use test results to make predictions to set up further comparative and fair tests.

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