

Science Knowledge Building

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| Know that switches stop the electricity from flowing | Know how to give a simple explanation of what is happening when a circuit is complete | Know that a bulb requires electricity in order to light | Know and understand the terms 'bulb' and 'battery' | Understand the basic impact that the electric light bulb had on the modern world | Know that working models can use electricity e.g. buggy - motor (Design Technology) |
| Know that circuits need a power source e.g. battery | Know how to make a basic circuit | Know how to observe a range of light sources safely | Know and understand the terms 'power source', 'bright' and 'dull' | Know that some toys need electricity in order to work | Know why Thomas Edison worked so hard on developing his light bulb |
| Identify simple processes and explain in basic terms how they happen | Know the key parts of a simple scientific method | Know how to use simple equipment in observing and recording | Understand some vocabulary linked to specific area of science e.g. animals - species | Know that science is used in a range of everyday situations, both in and outside the classroom | Identify clear connections between science, technology and mathematics for basic experimenting |
| Processes and Changes | Methods | Observing and Recording | Scientific Vocabulary | Uses and Implications | Cross-Curricular (STEM) |

Zero to Hero