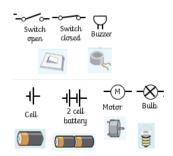
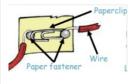
Caroline Haslett Primary School - DT		
Topic: Electrical	Year 4 - Spring term	Simple electrical
system	-	circuit

Knowledge

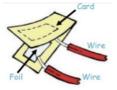
- Electricity is a type of energy.
- Thomas Edison invented the modern light bulb in 1879.
- Lots of tools use circuits with components including switches and bulbs to make light.
- Symbols are used to show electrical components.



• There are different ways of making homemade switches.

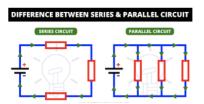






Vocabulary

- Insulator-a material, which does not easily allow electricity to pass through it.
- Conductor-a material, which allows an electrical component to pass through it.
- Circuit-path through which electricity passes.
- Component-a part of the electrical circuit e.g. battery or bulb.
- Input device-controls that are used to control an electrical circuit (switches).
- Output device-components that produce an outcome (bulbs, buzzers).
- Parallel circuit-A parallel circuit contains multiple pathways, or branches. Each device in a parallel circuit is on a separate branch. The current flowing through a parallel circuit divides as it reaches each branch.
- Series circuit-A series circuit is a simple pathway that lets electrons flow to one or more resistors.



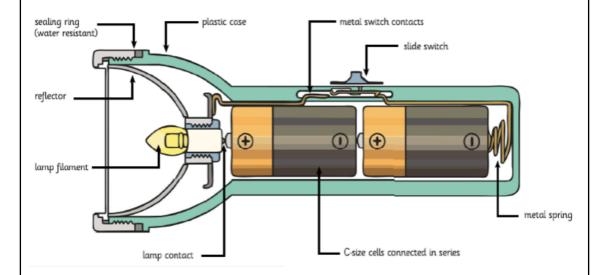
Design, make, evaluate.

- 1. Research the discovery of electricity and invention of the light bulb.
- 2. Disassemble a torch and identify the circuit within. Experiment with making series and parallel circuits; identify which is best suited to light up a torch.
- 3. Design a battery operated light (torch) using an exploded diagram. Remember the torch must have a complete circuit for the product to give light.
- 4. Evaluate against the design brief. Does the torch meet the requirements? If not, what improvements could be made next time?
- Function-what does it do? How does it work?

- Aesthetics- is it attractive? Why and what makes it so?
- Construction-what is it made from and how?

Skills

 Design using an exploded diagram to show the relationship or order of assembly parts.



- Disassemble products to see how they work.
- Apply appropriate cutting and shaping techniques (working safely) that include cuts or slot outs within the perimeter.
- Apply knowledge from science lessons. What makes a complete circuit? Which type of circuit is the most suitable for the purpose? Why?
- Make improvements and evaluate.

Skill		
Design	Use research for design ideas. Show design meets a range of requirements and is fit for purpose. Begin to create their own design criteria. Have at least one idea about how to create a product and suggest improvements for design. Produce a plan and explain it to others. Say how realistic the plan is. Include an annotated sketch. Make and explain design decisions considering availability of resources. Explain how the product will work. Make a prototype.	
Make	Select suitable tools and equipment, explain choices in relation to required techniques and use accurately. Select appropriate materials, fit for purpose; explain choices. Work through the plan in order. Realise if the product is going to be good quality. Assemble, join and combine materials and components with some accuracy. Apply a range of finishing techniques with some accuracy.	
Evaluate	Refer to design criteria while designing and making. Use criteria to evaluate the product. Begin to explain how they could improve original design. Evaluate existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose. Discuss by whom, when and where products were designed. Research whether products can be recycled or reused. Know about some inventors/designers/manufacturers of products.	
Mechanisms	Make simple circuits with switches. Select the most appropriate tools/techniques. Explain alterations to the product after checking it. Grow in confidence about trying new/different ideas.	