



Year	6	Topic	Electricity
<ul style="list-style-type: none"> • 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, the loudness of buzzers and the on/off position of switches. • Use recognised symbols when representing a simple circuit in a diagram. 			

Prior learning	Future learning
<ul style="list-style-type: none"> • Identify common appliances that run on electricity. (Y4 - Electricity) • Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. (Y4 - Electricity) • 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. (Y4 - 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. (Y4 - Electricity) • Recognise some common conductors and insulators, and associate metals with being good conductors. (Y4 - Electricity) 	<ul style="list-style-type: none"> • Electric current, measured in amperes, in circuits, series and parallel circuits, currents add where branches meet and current as flow of charge. (KS3) • Potential difference, measured in volts, battery and bulb ratings; resistance, measured in ohms, as the ratio of potential difference (p.d.) to current. (KS3) • Differences in resistance between conducting and insulating components (quantitative). (KS3) • Static electricity. (KS3)

WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE

Show understanding of a concept using scientific vocabulary correctly

Key learning	Possible evidence
<p>Adding more cells to a complete circuit will make a bulb brighter, a motor spin faster or a buzzer make a louder sound. If you use a battery with a higher voltage, the same thing happens. Adding more bulbs to a circuit will make each bulb less bright. Using more motors or buzzers, each motor will spin more slowly and each buzzer will be quieter. Turning a switch off (open) breaks a circuit so the circuit is not complete and electricity cannot flow. Any bulbs, motors or buzzers will then turn off as well.</p> <p>You can use recognised circuit symbols to draw simple circuit diagrams.</p>	<ul style="list-style-type: none"> • Can make electric circuits and demonstrate how variation in the working of particular components, such as the brightness of bulbs, can be changed by increasing or decreasing the number of cells or using cells of different voltages • Can draw circuit diagrams of a range of simple series circuits using recognised symbols

Key vocabulary	
Circuit, complete circuit, circuit diagram, circuit symbol, cell, battery, bulb, buzzer, motor, switch, voltage	
<p>N.B. Children do not need to understand what voltage is, but will use volts and voltage to describe different batteries. The words “cells” and “batteries” are now used interchangeably.</p>	
Common misconceptions	
<p>Some children may think:</p> <ul style="list-style-type: none"> • larger-sized batteries make bulbs brighter • a complete circuit uses up electricity • components in a circuit that are closer to the battery get more electricity. 	
Apply knowledge in familiar related contexts, including a range of enquiries	
Activities	Possible evidence
<ul style="list-style-type: none"> • Explain how a circuit operates to achieve particular operations, such as to control the light from a torch with different brightnesses or make a motor go faster or slower. • Make circuits to solve particular problems, such as a quiet and a loud burglar alarm. • Carry out fair tests exploring changes in circuits. • Make circuits that can be controlled as part of a DT project. 	<ul style="list-style-type: none"> • Can incorporate a switch into a circuit to turn it on and off • Can change cells and components in a circuit to achieve a specific effect • Can communicate structures of circuits using circuit diagrams with recognised symbols • Can devise ways to measure brightness of bulbs, speed of motors, volume of a buzzer during a fair test • Can predict results and answer questions by drawing on evidence gathered