Hurst Hill Primary School Knowledge Organiser III Primary School Learning Together

Year6

Knowledge			
	Pattern Seeking		
How are shadows formed and how can we change them?	Revisit knowledge about how shadows are formed and the objects which create them. Focus on the shapes of the shadows and		
	why shadows are the shape of the object which creates them. Conduct an investigation into how we can change and manipulate		
	shadows shape, length, intensity and size. Conduct and experiment identifying the key variables and observe the results. Draw		
	conclusions from the results.		
	Identifying and classifying		
	Look closely at the anatomy of our eyes and how different parts allow us to see. Complete diagrams to explain and identify the		
How do our eyes allow us to see and why can we see objects?	different parts of the eye. Discuss that without light we can not see. All objects reflect and absorb different amounts of light. Discover		
	that it is these reflections that allow us to see objects. Complete diagrams of how we can see different objects and write		
	explanations of the process.		
	Pattern Seeking		
What is reflection?	Learn about the law of reflection and use their knowledge and understanding of identifying and measuring angles to predict reflected		
	light rays. Identify the angle of incidence and reflection and use these to complete a light maze. Noticing what happens when the		
	Comparative Testing		
what is refraction and now is it useful?	Learn about now retraction can bend and change the direction of light rays. They will need to differentiate between whether of not		
	an object will reliect of refract light. Give examples of objects which use refraction in a useful way by comparing the objects.		
Why can we can a rainhow of colour?	Research		
Why can we see a failbow of colour?	nivesugate now white light can be split into the seven colours of the rainbow. Find out about isaac inewton's experiments with		
	Identifying and algorithing/ Compositive Testing		
What do we already know about electricity and circuits?	Recap prior knowledge regarding electricity and circuite, then identify, discuss or test to find differences between series and parallel		
	circuits		
	Pattern Seeking/ Comparative Testing		
In what ways does the brightness of a bulb or speed of a motor change?	Children to suggest ways in which changing circuits could affect the brightness of a bulb or the speed of a motor. They may then		
	either give reasons for differences between drawings of circuits or investigate their ideas by making circuits.		
Why do we need to use conventional symbols for circuits?	Learn about a variety of symbols used in circuit diagrams. They may then either match and draw circuits and symbols according to		
	given instructions or create circuits according to given diagrams. Discuss why the symbols are important and how they have help to		
	build the circuits.		
	Comparative Testing		
Does changing the wire affect the bulb and how?	Children need to suggest ways in which wires of different lengths, thickness and materials may be tested to determine how they		
	affect the brightness of a bulb. They may then conduct an experiment or interpret a given set of data.		

Vocabulary



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Science	Electricity and Light	Year6	Spring	Physics	

Physics is the science that understands the nature and properties of energy and matter.

Light

Pupils should be taught to:

- recognise that light appears to travel in straight lines
- use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye
- explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them

Electricity

Pupils should be taught to:

- 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

Transparent	If an object is transparent, you can see through it	
Translucent	A material that allows light to pass through it	
Opaque	An object that you cannot see through	
Shadow	A dark shape on a surface that is made when something stands between a light and surface	
Reflect	When light bounces off a surface, changing the direction of a ray of light	
Circuit	A complete route which an electrical current can flow around	
Wire	A long, thin piece of metal that carries electrical current	
Motor	A device that makes movement	
Bulb	A light source	
Current	The flow of electricity though a wire	
Electrons	Carry energy around the circuit	
Voltage	An electrical force that makes electricity move through a wire, measured in volts (V)	