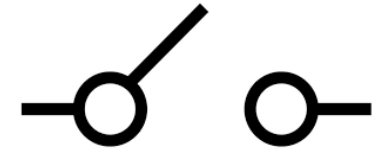
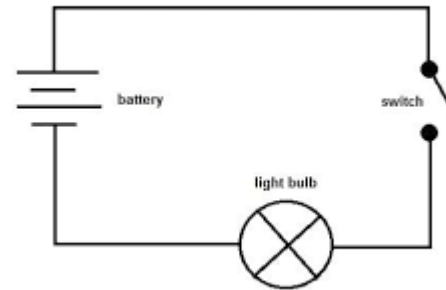


Electricity



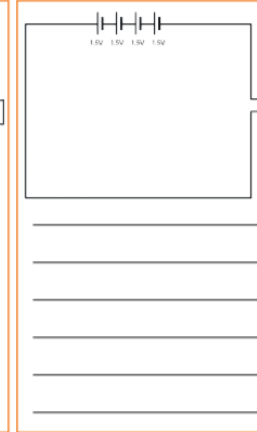
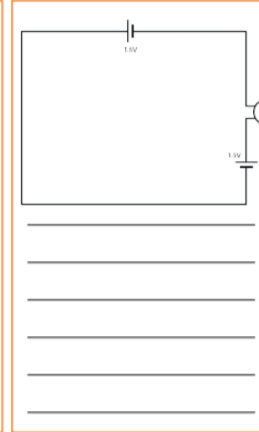
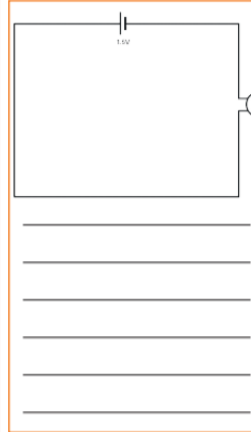
LO: To demonstrate and apply learning about circuits in order to explain what I think will happen.



In our last lesson, we learnt about voltage. Remember, voltage is what makes electric charges move. It can cause a current to move.

Explain how voltage would affect the buzzer in each circuit.

To work, the buzzer requires between 3 and 6 volts.



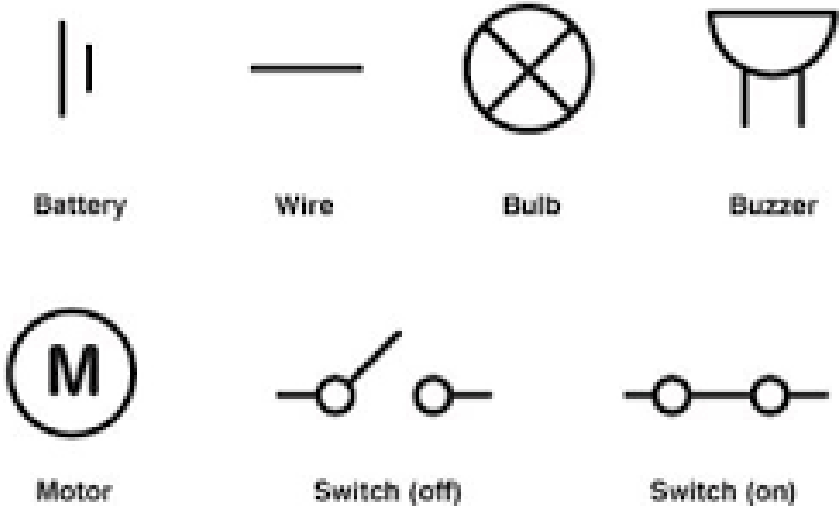
Using symbols, draw a working circuit diagram below. The circuit must enable a motor to work.

How would using three (1.5V) cells affect the buzzer?

What would happen to an electrical appliance that requires 3V if it was powered by 5V cell or battery?

You can either print out the following slide or copy and complete the table and diagrams in your book.

Remember, to draw each circuit carefully, the diagrams will help you complete the table.



If you need extra help, I have added the link to last weeks video.

<https://www.bbc.co.uk/bitesize/clips/z6qd7ty>

Read the descriptions of each circuit carefully. Place a tick in the column that describes what will happen to the bulb. **Write an explanation** of what you think will happen. **Draw a diagram of each circuit.**

	The bulb will not light.	The bulb will be dimmer than normal.	The bulb will be brighter than normal.	Explain why you think this will happen.
A circuit containing wires, a closed switch, a bulb, a buzzer and a motor.				
A circuit containing wires, two cells, one bulb and an open switch.				
A circuit containing wires, one cell, a closed switch, a bulb and a motor.				
A circuit containing wires, two cells, a closed switch and one bulb.				
A circuit containing shorter wires, a cell, a closed switch and one bulb.				

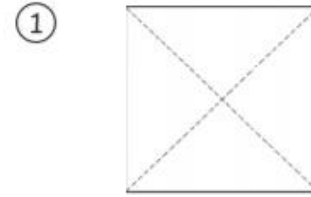
Science Fortune Teller

Electricity: What Happens to the Bulb?

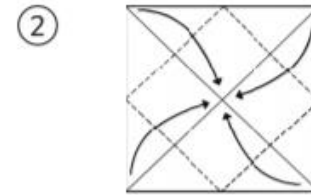
Now for a fun activity.

You can either print the template for a fortune teller (on the next page), or make your own.

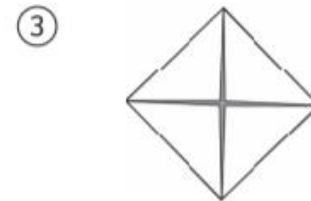
Instructions



With pictures face down, fold on both diagonal lines. Unfold.



Fold all four corners to the centre.

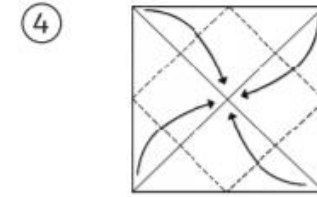


Turn paper over.

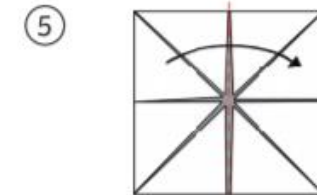
⑦



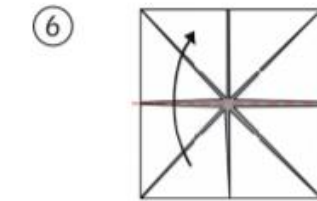
Slide thumbs and forefingers under the squares and move the fortune teller back and forth to play.



Once again, fold all corners to the centre.



Fold paper in half and unfold.



Fold in half from top to bottom. Do not unfold.

