

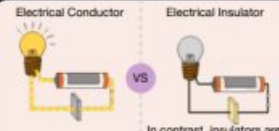

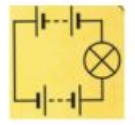
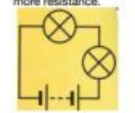




























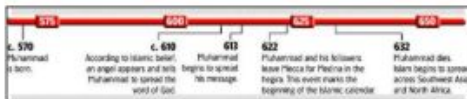


YEAR 6 - SCIENCE: ELECTRICITY SPRING 1

Knowledge - Series and Parallel Circuits		Vocabulary																					
<p>There are two types of circuit we can make, called series and parallel. The components in a circuit are joined by wires. If there are no branches then it's a series circuit. If there are branches it's a parallel circuit.</p>  <ol style="list-style-type: none"> Components connected in series are connected along a single conductive path. The same current flows through all of the components but voltage is dropped (lost) across each of the resistances. In a series circuit, every device must function for the circuit to be complete. If one bulb burns out in a series circuit, the entire circuit is broken. 		<ol style="list-style-type: none"> Ammeter Measures the current in a circuit. Appliances A device or machine in your home that you use to do a job such as cleaning or cooking. Appliances are often electrical. Battery Made up of one or more cells. Electron Particle with a charge of negative electricity, found in all atoms and acting as the primary carrier of electricity in solids. Proton A particle occurring in all atomic nuclei, with a positive electric charge. Cell A synonym for a single battery. Circuit A complete route which an electric current can flow around. Component The parts of which something is made. Conductor A substance that heat or electricity can pass through or along. Current A flow of electricity through a wire or circuit. Device An object that has been invented for a particular purpose. Electricity A form of energy that can be carried by wires and is used for heating and lighting, and to provide power for devices. Insulator A non-conductor of electricity or heat. Mains Where the supply of water, electricity, or gas enters a building. Motor A device that uses electricity or fuel to produce movement. Resistance A force which slows down a moving object or vehicle. Resistor A part of an electric circuit that provides resistance to some of the current. Switch A small control for an electrical device which you use to turn the device on or off. Voltage The force of an electric current as measured in volts. Series Circuit A series circuit is a closed circuit in which the current follows one path. Parallel Circuit Closed circuit in which the current divides in two or more paths before rejoining. 																					
<h3>Switches</h3> <ol style="list-style-type: none"> When a switch is open (off) there is a gap in the circuit. Electricity cannot flow around the circuit. When a switch is closed (on) it makes the circuit complete. Electricity can flow around the circuit. 		<h3>Electrical Conductor vs. Electrical Insulator</h3> <p>Electrical Conductor Conductors are materials that permit electrons to flow freely from particle to particle. They can be used to make a switch.</p> <p>Electrical Insulator In contrast, insulators are materials that impede (do not allow) the free flow of electrons from atom to atom and molecule to molecule. They can be used to make a plug or wire cover.</p>  																					
<h3>Knowledge - What Effects a Circuit</h3> <p><u>What will make a bulb brighter or a buzzer louder?</u></p> <ol style="list-style-type: none"> More batteries or a higher voltage create more power to flow through the circuit. Shortening the wires means the electrons have less resistance to flow through.   <p><u>What will make a bulb dimmer or a buzzer quieter?</u></p> <ol style="list-style-type: none"> Fewer batteries or a lower voltage give less power to the circuit. More buzzers or bulbs mean the power is shared by more components. Lengthening the wires means the electrons have to travel through more resistance. 		<h3>Faults in a Circuit</h3> <ol style="list-style-type: none"> Circuits need power (usually battery or batteries) Circuit must not have any breaks Switch must be on and creating a complete circuit to work For bulbs to light brightly, they must have enough power. 																					
<h3>Circuit Symbols</h3> <table border="1"> <tbody> <tr> <td></td> <td>Switch Closed</td> <td></td> <td>Cell</td> </tr> <tr> <td></td> <td>Ammeter</td> <td></td> <td>Motor</td> </tr> <tr> <td></td> <td>Battery</td> <td></td> <td>Resistor</td> </tr> <tr> <td></td> <td>Bulb</td> <td></td> <td>Switch Open</td> </tr> <tr> <td></td> <td>Buzzer</td> <td></td> <td></td> </tr> </tbody> </table>					Switch Closed		Cell		Ammeter		Motor		Battery		Resistor		Bulb		Switch Open		Buzzer		
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CRANFORD
PRIMARY SCHOOL



Key Vocabulary

Akhirah	Muslim word for referring to life after death
motivation	A reason or reasons for acting or behaving in a particular way
decision	A conclusion or resolution reached after consideration
judge	Give a verdict on something
spiritual	Relating to religion or religious belief
struggle	Have difficulty handling or coping with something, physically or mentally
effort	Strenuous physical or mental exertion
influences	A person or thing with the capacity to have an influence on someone or something
opinions	A view or judgement formed about something, not necessarily based on fact or knowledge
interpretation	The action of explaining the meaning of something
conditions	The circumstances or factors affecting the way in which people live or work

Life after death

Akhirah is the word Muslims use to refer to life after death. Belief in an afterlife encourages Muslims to take **responsibility** for their **actions**. They know God will hold them **accountable** and reward or punish them accordingly.

Akhirah explains humans' existence on Earth, saying that life is a test from Allah. Importantly, though, Muslims believe that Allah will not test them beyond their limits.

The afterlife

After death, most Muslims believe that the **soul** will enter **Barzakh**, a state of waiting, until the **Day of Judgement**.

- When a person dies, their soul is taken by Azra'il, the Angel of Death.
- God sends two angels to question the waiting soul.
- If the questions are answered correctly, the good soul then sleeps during Barzakh.
- If the questions are not answered correctly, the soul is tormented by angels, known as punishment of the grave.

Islam

Key Question: Does belief in Akhirah (life after death) help Muslims lead good lives?

Muslims believe in **Allah** (the Arabic name for 'God') who created everything.







Muhammad (a messenger of Allah), is seen as the final prophet following Adam, Abraham, Moses, Jesus and others.

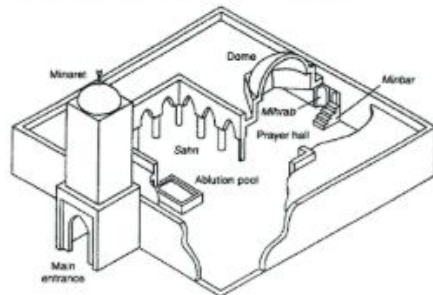
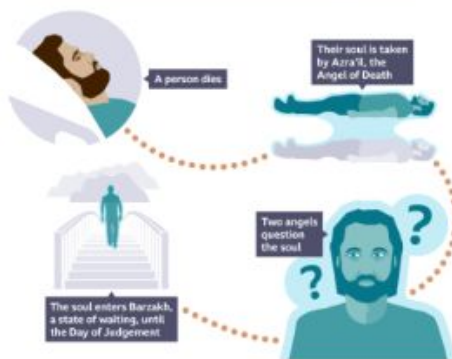
It is believed that Muhammad founded the faith of Islam about 1,400 years ago. The holy book is called the **Holy Qur'an**.

A **mosque** is a place designed for worship.

Ummah is the worldwide community of Muslims.

Key Vocabulary:

-  Muezzin 'a person who calls Muslims to prayer'
-  Imam 'a person who leads prayers'
-  Arabesque 'artistic decoration consisting of interlocking, flowing lines'
-  Mosque or 'masjid' in Arabic
-  Tasbeeh prayer beads
-  Minaret





Knowledge Organiser

Rugby Year 6

About this Unit

Rugby is an invasion game. An invasion game is a game where two teams play against each other. You invade (enter) the other team's space to try to score goals.

Competitions: The Six Nations

Rugby Union is a popular version of rugby and one of the biggest competitions is 'The Six Nations Championship' which is held every year between England, France, Ireland, Italy, Scotland and Wales.

This competition began in 1883 and used to be called the Home Nations Championship because it only had teams from the UK. The women's tournament started as the Home Nations in the 1996 with England, Ireland, Scotland and Wales. It now follows the same format as the mens competition as 'The Six Nations'.

Competitions: The World Cup

The Rugby World Cup is a tournament held every four years.

Can you find out who the reigning world champions are?

Can you find out the name of the trophy and who it is named after?

Invasion Games Key Principles

attacking	defending
score goals	stop goals
create space	deny space
maintain possession	gain possession
move the ball towards goal	

Can you think of any other invasion games that share these principles?

Key Vocabulary

abide: act in accordance with the rules

ball carrier: person in possession

close down: to reduce the amount of space for an opponent

consecutive: in a row

create: to make space

decision: select an outcome

dictate: to give order

draw: encourage movement of an opponent

offside: when a tag is made, all defending players must get into an onside position.

onside: when the defender is in front of the ball carrier

sportsmanship: play fairly, respect others and be gracious in victory and defeat

support: to help

tactic: a plan to help you attack or defend

track: to move your body to get in line with a ball that is coming towards you

Ladder Knowledge



Sending & receiving:
Making quick decisions about when, how and who to pass to will help you to maintain possession.

Space:
Transitioning quickly between attack and defence will help your team to maintain or gain possession.

Movement Skills

- throw
- catch
- run
- change speed
- change direction

Social
Emotional
Thinking

This unit will also help you to develop other important skills.

communication, support others, collaboration
honesty and fair play, confidence, determination, trust
decision making, comprehension, reflection, identify strengths and areas for development, plan

Rules

Tagging:

- Players wear two tags, one on each side.
- Players cannot physically push off a defender when they are attempting to go for a tag and cannot spin around, guard or shield tags in any way.
- When tagging, hold up the tag and shout 'tag...' followed by the number tag if it is e.g. 'tag two' then give the tag back. The attacker. The attacker must return to where the tag was made, they have 5 seconds to pass then must place the tag back on their belt before re-joining the game. If the defending team make three tags in one attacking play, they gain possession. A player cannot be tagged when taking a free pass.

Forward pass:

- Forward passes are not allowed, the ball must be passed sideways or backwards.
- If a team uses a forward pass (any pass where the ball travels in the direction of the team's scoring/try line), a free pass is given to the non-offending team.

Offside:

- When a tag is made, all defending players must get into an onside position.
- Onside is in front of the ball carrier, offside is behind the ball carrier.
- Defenders must be three big steps in front of the ball carrier after a tag has been made and are not allowed to intercept or block the pass after a tag is made.



Blue team try line

Tactics

Using tactics will help your team to maintain possession and score goals or deny space, gain possession and stop goals. There are attacking and defending tactics and these will change depending on the situation, the opposition and the desired outcome.

Healthy Participation



- Make sure any unused equipment is stored in a safe place.
- Tag rugby is non-contact.



If you enjoy this unit why not see if there is a rugby club in your local area.

How will this unit help your body?

agility, balance, co-ordination, speed, stamina

Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

All four, I score



What you need: four socks and a partner

How to play:

- Tuck four socks into your waistband, one on either side, so that they hang down.
- Stand facing your partner.
- Try to take your partner's socks. If you manage to get one, hold it in the air and shout 'tag'. At this point, the game stops so that you can look at the additional sock in your waistband.
- Restart the game. To win, you need to get all four socks tucked into your waistband.



www.getset4education.co.uk

Head to our youtube channel to watch the skills videos for this unit.



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Knowledge Organiser Dodgeball Year 6

Get Set 4
Education

About this Unit

Dodgeball is a target game between two teams. Players must dodge or catch balls thrown by the opposition whilst attempting to strike their opponents in the same way to get them out.



Dodgeball was first played in Africa over 200 years ago. Instead of soft balls, players threw rocks at the opposition, while also defending their own teammates who were under attack. The game was meant to encourage teamwork for when the players went into battle with other tribes.

Key Principles of Target Games (dodgeball, golf)

attacking	defending
placement of an object	avoid getting out



Key Vocabulary

- abide:** act in accordance with the rules
- anticipate:** to expect / be ready
- appropriate:** suitable approach
- assess:** make a judgement of the situation
- collaborate:** collaborate
- cushion:** take the power out of an object
- fake:** to pretend
- officiate:** to be in charge of the rules
- situation:** circumstances that create the environment
- stance:** the body position taken
- tactic:** a plan or strategy
- trajectory:** the path the object takes in the air



Ladder Knowledge



Throwing:
Assess the situation before deciding who to throw at to get opponents out.

Catching:
Make quick decisions on if to catch or if to dodge the ball.

Movement Skills

- throw
- catch
- dodge
- jump
- block

This unit will also help you to develop other important skills.

Social collaboration, respect, leadership, communication

Emotional honesty, determination, confidence

Thinking make decisions, select and apply tactics

Rules

OUTS

- A player is 'out' when:
- A live ball hits their body (shoulders or below).
 - An opposition player catches a live ball they have thrown. So, if a player throws it and their opponent catches it then they are out and one of their opponents' team comes back in.
 - Once a player is out, they must leave the court immediately and go to the queue of players already out from their team.

A live ball is one that has not bounced or hit a wall/ceiling

Tactics

Create and apply a tactic for the specific situation or outcome.

Healthy Participation



- Unused balls must be stored in a safe place.
- Head shots do not count in dodgeball.

If you enjoy this unit why not see if there is a dodgeball club in your local area.

How will this unit help your body?

agility, balance, co-ordination, speed.



Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk



Wall Catch

What you need: 1 ball & wall.

How to play!

- Stand 1m away from the wall.
- Throw the ball against the wall and try to catch it before it touches the floor.
- Can you get to 5 catches in a row?
- Take a step back and repeat.
- How far from the wall can you get?



www.getset4education.co.uk

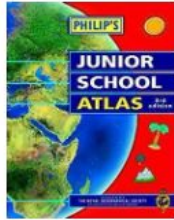
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Europe and Russia



Key Vocabulary

Europe - Europe is the second smallest of the world's seven continents

Russia - is the largest country by far, with a total area of about 17 million square kilometres..

Capital - the city where the government of a country, state, or province is located

Country - A country is land that is controlled by a single government

Continent - A continent is a large solid area of land. Earth has seven continents

Human geography - relates to human activity or something that is made by humans

Physical geography - geography that is naturally occurring

Terrain - the features of the surface of a piece of land

Climate - Climate is the average measurements of temperature, wind, humidity, snow, and rain in a place over the course of years

Biomes - Biomes are regions of the world with similar climate (weather, temperature) animals and plants

Atlas - a collection of maps usually in a book or online

Types of power: hydropower, wind power, solar power, nuclear power, biofuel, nonrenewable

Locational Knowledge

Human and Physical Geography

Geographical Skills and Fieldwork

Place Knowledge



CPS Knowledge Organiser

Landscapes

Art Skills: **Drawing and Painting**

VANESSA BELL + JULIE MEHRETU



Vanessa Bell



Julie Mehretu

Embark: We are going to look at the artists work to inform our own artwork and begin to practise techniques which will help us develop this terms art skills.

Steady Progress: We are going to develop our use of composition to create sketches inspired by either of the artists in different mediums.

Accelerated Progress: We are going to refine our drawing and painting skills to develop our own landscape painting by completing sketches of an outside landscape.

Destination: We are going to create our final piece, which is a landscape painting, on A3 paper.



Colour Theory

The **Primary** colours are three colours that cannot be made by mixing other colours. These colours are **red, yellow and blue**. When **primary** colours are mixed they make **secondary** colours.



Hue-Colour

Tone-This describes how light or dark a colour is.

Warm colours- These are colours associated with heat and the emotions excitement, anger and frustration.

Cool colours-These colours are associated with cold things, like ice, and feelings such as sadness, comfort and calm.

Complementary Colours-These colours are opposite on the colour wheel.

Shade: To make a colour darker, add black.

Tint: To make a colour lighter, add white.

Media- the materials and tools used by an artist to create artwork.

Media

Poster/Watercolour Paint
Colouring Pencils
Felt Tips
Charcoal
Sponges
Drawing Pencils
IPads

Our Learning Journey

Embark: Drawing skills-employ a range of drawing techniques such as, blind/negative space and line drawing.

Steady Progress: Employ drawing skills techniques. Mixed-Media-using a range of media to experiment with texture by creating crayon rubbings and using fabric etc.

Accelerated Progress: Develop composition, proportion, scale and perspective by creating plans for 3D reliefs (raised 3D artwork on a flat 2D surface). Plan record and evaluate artwork. Create sketches using mixed media of a landscape.

Destination: Apply sketching and painting skills, which are inspired by their chosen artist, to create a A3 painting.