

The aim of this book is to provide resources to help busy Key Stage 1 teachers introduce practical science activities into their National Curriculum and QCA science lessons. The book covers the topics:

- Light and Dark
- Using Electricity

The book provides a series of lessons with a number of different practical activities on the same theme. Individual classroom teachers will wish to choose which activities are most appropriate for their own individual situation. Each lesson has detailed notes for teachers giving learning objectives for each activity. Assessment activities can be found at the end of each section in the book.

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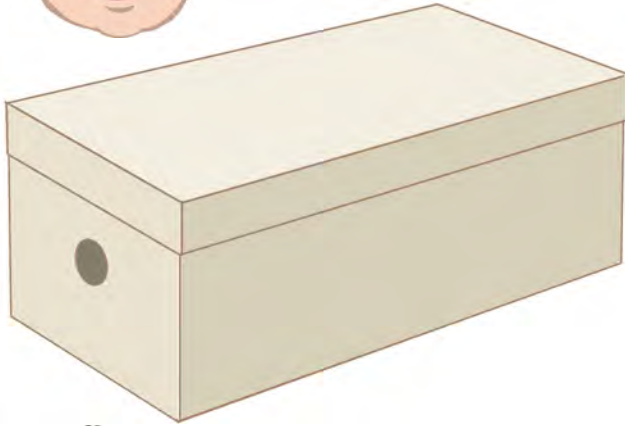
Bright or Dull in a Box?

Name:

Date:

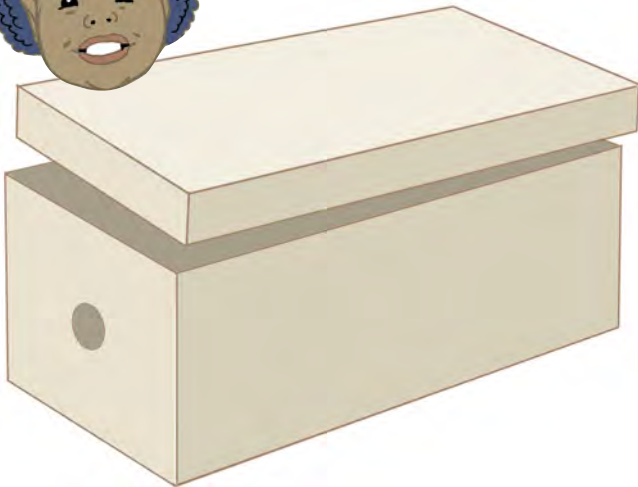


Put an object in a shoe box. Write what you see through the hole.



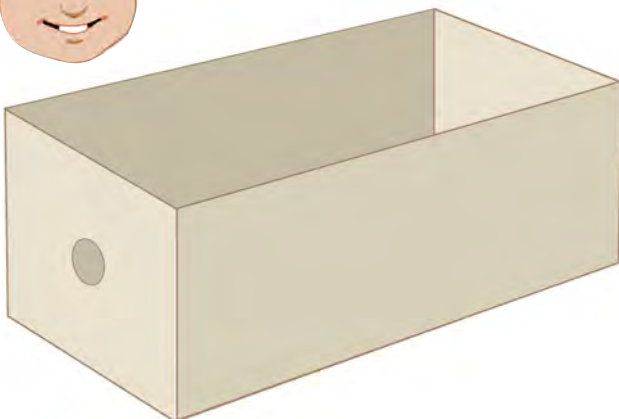


Slide the lid back a little. What can you see through the hole now?





Remove the lid. What can you see through the hole now? Why?



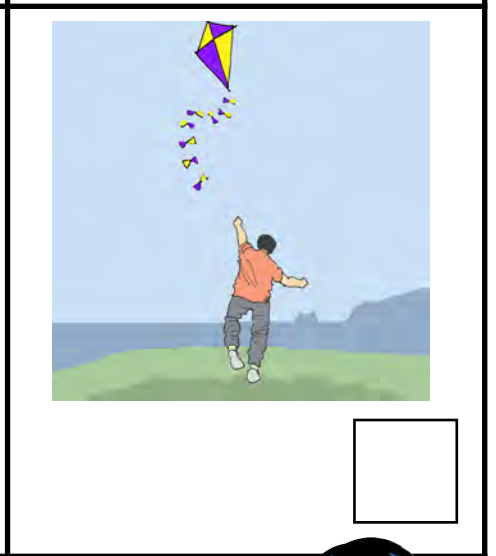
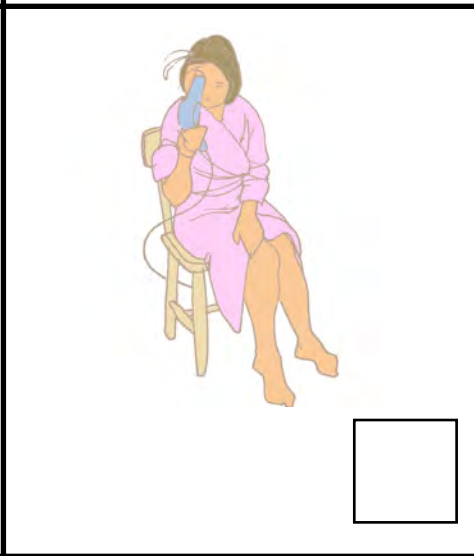
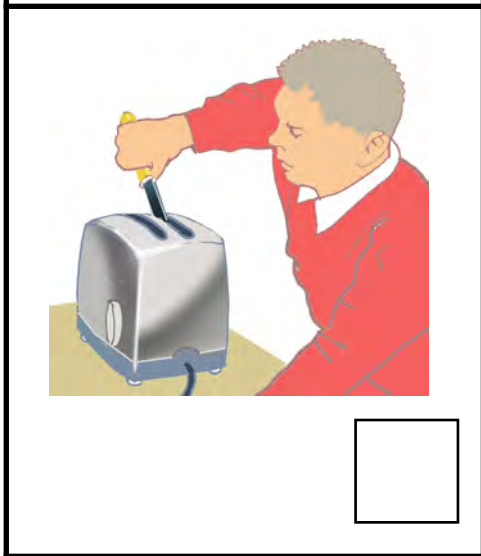
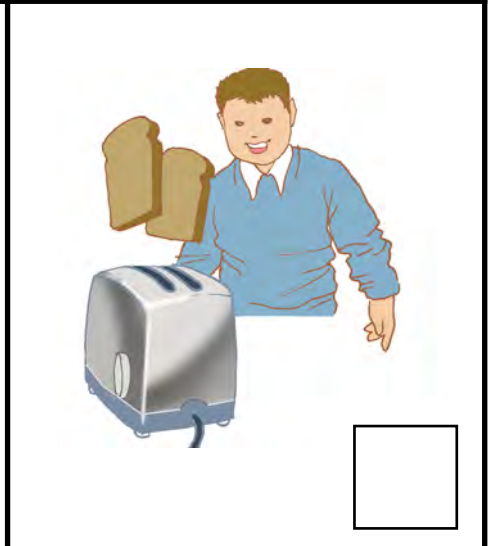
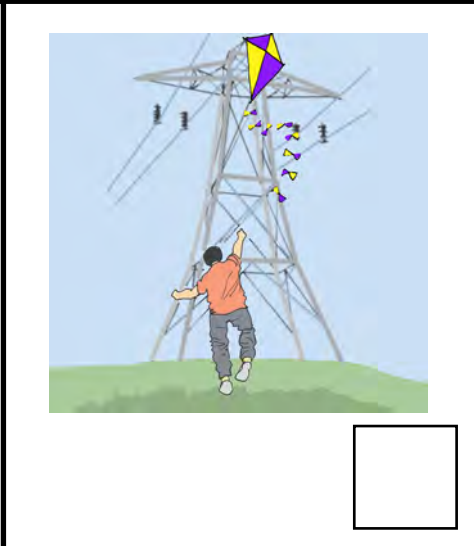
Keeping Safe

Name:

Date:



Look at the pictures below. If they are safe put a green tick. If they are dangerous put a red cross.



Talk with a partner. What would you say to the person in each picture? Write one comment below.



.....
.....
.....
.....

Symbols and Pictures

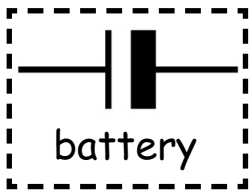
Name: _____

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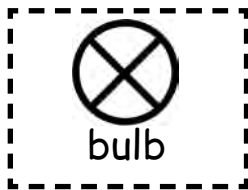


Cut out the symbols and domino shapes.
Stick the symbols onto the correct dominoes.

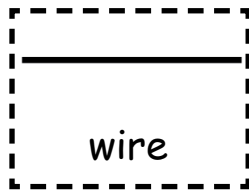
Match your dominoes to the items on your table. With adult help, try to make a circuit.



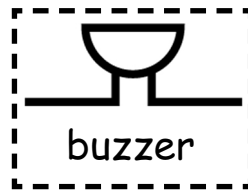
battery



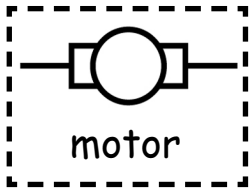
bulb



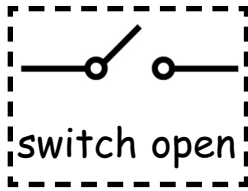
wire



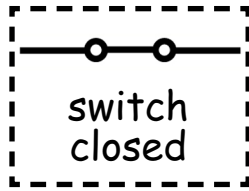
buzzer




motor




switch open




switch closed




Stick your symbol here




Stick your symbol here




Stick your symbol here




Stick your symbol here



Stick your symbol here



Stick your symbol here



Stick your symbol here

Will it Work?

Name: _____

Date: _____



Tick the boxes to predict if these circuits will light a bulb.

1

Yes

or

No

2

Yes

or

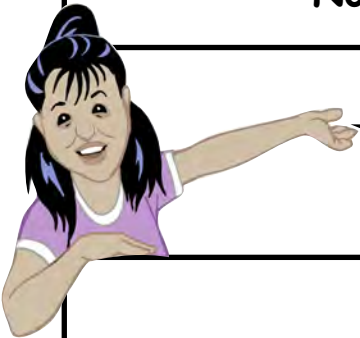
No

3

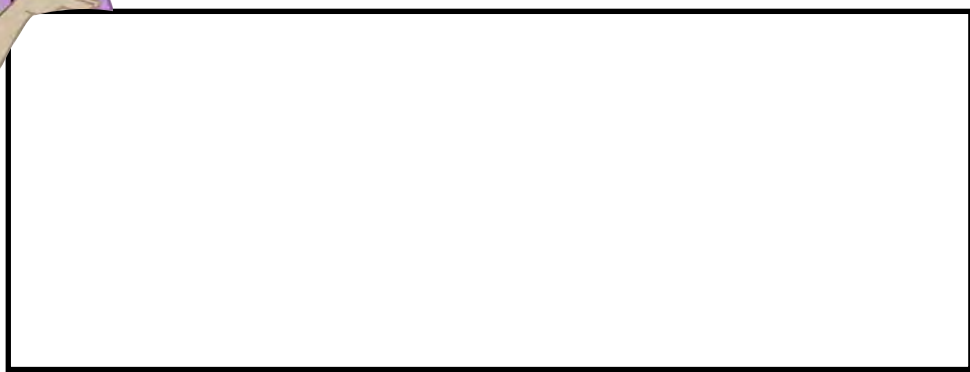
Yes

or

No



Now make the circuits and see what happens. If it works colour the box yellow. If it doesn't work, colour it blue.



Choose one that didn't work. Draw how you could make it work.



Draw how a switch can turn a bulb on and off.

