

Attainment Outcomes:	<b>Science</b> Living Things <b>Energy and Forces</b> Earth and Space	<b>Social Subjects</b> People and Places People in the Past People in Society	<b>Technology</b> Understanding and Using Technology in Society Understanding and Using the Design Process		
Strand / Level	Attainment target / Learning outcomes  What will the learner achieve?	Learning Activities  What will the learners do?	C / Gp / Ind	Assessment / Evidence Oral, Written, Practical  What evidence will you have that the learner will have achieved the target?	Level
Conversion and transfer of energy  Level C Level D	The pupils will understand that: <ul style="list-style-type: none"> <li>• Some toys use energy</li> <li>• Sound, Light and Movement are forms of energy</li> <li>• Potential energy (which is stored energy) is transferred to kinetic energy, producing sound, light and movement as a by product.</li> <li>• A basic circuit needs certain components.</li> </ul>	The pupils will: <ul style="list-style-type: none"> <li>• Sort toys onto categories of common properties, justifying their groupings</li> <li>• Sort toys into groups: Sound, Light and Movement</li> <li>• Investigate the types of energy transfers</li> <li>• Construct a basic circuit</li> <li>• Design and make a toy / game incorporating a basic circuit.</li> </ul>		Observation  Class Display  Observation  Photographic record/ Drawings  Photographic record. Display Can children explain how their toy works?	
Resources :		Evaluation :			