What I already know...
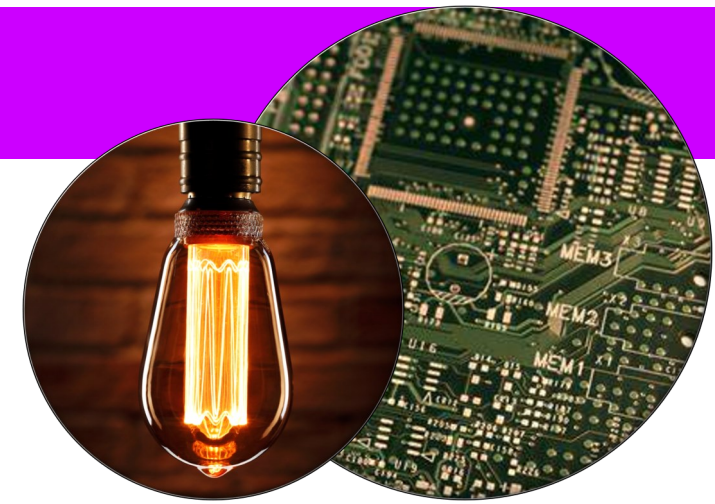
How to cut and join a variety of construction materials such as card, plastic and reclaimed materials.

Key Vocabulary

Program	a sequence of instructions that can be used to control electrical components.
System	a set of related parts or components that together achieve a desired outcome.
Output devices	components that produce an outcome e.g. bulbs, motors and buzzers.
Input devices	components that are used to control an electrical circuit e.g. switches.
Process	how a computer program controls one or more output devices.

What I will learn...

- How to make a manually controlled series circuit with batteries, switches, bulbs, motors and buzzers.

- How to make my own switch.

- How to explain which parts of the circuit are input devices and which are output devices.

- How to find a fault in a circuit and correct it.

- How to program a microcontroller to program their product and enhance how it works.

- What a short-circuit is and how to avoid making them.

Making a difference at The Merton

Year 4 will learn how electrical inventions and computer programming affect most aspects of life around us. They will become designers as they strive to use their knowledge of electricity along with their skills of computer programming to develop and make a product which solves a problem..

Making a difference at home

Why not sign up to the computer programming website 'Scratch'? It's free and will help you all hone your programming skills. Remember never sign up to anything on the internet unless you have got an adult to help you.

The Merton Primary School
To be the best we can be.

Making a difference ● Inspiring success ● Building character ● Building relationships ● Promoting health and wellness