

Knowledge Organiser - Properties and changes of materials

Comparing and grouping materials by property

Scientists can compare and group materials by **property**.

| | | | |
|-----------------------------|---------------------------------|--|--|
| man-made | organic | | |
| magnetic | non-magnetic | | |
| conductive (thermal energy) | non-conductive (thermal energy) | | |

The different properties of materials are suitable for different purposes.

Key vocabulary

| | |
|------------------|--|
| conductor | A material that allows heat, sound or electricity to pass through. |
| dissolves | When particles of a solid mix with a liquid to form a solution where the particles can no longer be seen with the naked eye. |

Knowledge Organiser - Properties and changes of materials

Dissolving

When a solid **dissolves** in a liquid, the particles cannot be seen with the naked eye. The solid is described as **soluble**.

The solid that dissolves is a **solute**. The liquid it dissolves in is a **solvent**. The solute and solvent form a **solution**.

If a solid **does not dissolve** in a liquid, we can still see the particles. The solid is described as **insoluble**.

When the particles of an **insoluble solid** are mixed with a liquid, they form a **suspension**.

Separating materials and mixtures

We can see evaporated when we evaporate.

We can see liquid or dry.

We can see such as the.

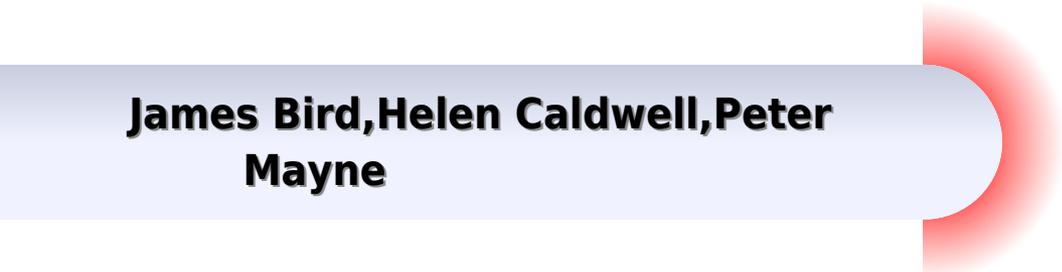
A **reversible change** is one that can be undone, such as evaporation, condensation, melting and freezing.

An **irreversible change** is one that cannot be undone, such as cooking an egg, burning wood or mixing vinegar (an acid) with bicarbonate of soda.

- Use alongside the rest of our science scheme
- Summarises knowledge of properties and changes of materials
- Encourages recall of key facts and vocabulary

Computer Science Ks2 Scheme Of Work

**James Bird, Helen Caldwell, Peter
Mayne**



Computer Science Ks2 Scheme Of Work:

Lessons in Teaching Computing in Primary Schools James Bird, Helen Caldwell, Peter Mayne, 2014-07-18 Lesson planning in line with the new Primary National Curriculum This book goes much further than explaining to teachers the knowledge that the new computing curriculum requires It is about teaching and learning rather than simply teaching computing as an academic subject The new computing curriculum is explored in manageable chunks and there is no scary language everything is explained clearly and accessibly You will find example lesson plans alongside every element of the curriculum as support and inspiration when planning your own lessons It inspires an approach to teaching computing that is about creativity and encouraging learners to respond to challenges and problems using technology as a tool Ideas for taking the lesson further assessment and reflective questions for you are also included after each lesson Did you know that this book is part of the Lessons in Teaching series Table of Contents Algorithms and computational thinking in Key Stage 1 Programming in KS1 Manipulating digital data in KS1 Programming in KS2 Physical Computing in KS2 Understanding computer networks in KS2 Searching wisely for digital information in KS2 Adam Scribbans Using technology purposefully in KS2 Extending computing to meet individual needs in KS2 Sway Grantham and Alison Witts Embedding computational thinking moving from graphical to text based languages Mark Dorling WHAT IS THE LESSONS IN TEACHING SERIES Suitable for any teacher at any stage of their career the books in this series are packed with great ideas for teaching engaging outstanding lessons in your primary classroom The Companion Website accompanying the series includes extra resources including tips lesson starters videos and Pinterest boards Visit www.sagepub.co.uk/lessonsinteaching Books in this series Lessons in Teaching Grammar in Primary Schools Lessons in Teaching Computing in Primary Schools Lessons in Teaching Number and Place Value in Primary Schools Lessons in Teaching Reading Comprehension in Primary Schools Lesson in Teaching Phonics in Primary Schools

Teaching Computational Thinking and Coding in Primary Schools David Morris, Gurmit Uppal, David Wells, 2017-05-22 This is a guide to the teaching of computing and coding in primary schools and an exploration of how children develop their computational thinking It covers all areas of the National Curriculum for primary computing and offers insight into effective teaching The text considers three strands of computer science digital literacy and information technology The teaching of coding is especially challenging for primary teachers so it highlights learning on this giving practical examples of how this can be taught For all areas of the computing curriculum the text also provides guidance on planning age appropriate activities with step by step guides and details of educationally appropriate software and hardware This book helps you to connect what you need to teach with how it can be taught and opens up opportunities in the new curriculum for creative and imaginative teaching It also includes the full National Curriculum Programme of Study for Computing key stages 1 and 2 as a useful reference for trainee teachers

Learning ICT with Science Andrew Hamill, 2013-05-24 Providing practical guidance on enhancing learning through ICT in science this book is made up of a

series of projects that supplement augment and extend the QCA ICT scheme and provide much needed links with Units in other subjects schemes of work It includes fact cards that support each project and clearly outline its benefits in relation to teaching and learning examples of how activities work in real classrooms links to research inspection evidence and background reading to support each project adaptable planning examples and practical ideas provided on accompanying downloadable resources This book is essential reading for all trainee and practising primary teachers

Primary Computing and Digital Technologies: Knowledge, Understanding and Practice Keith Turvey,John Potter,Jeremy Burton,Jonathan Allen,Jane Sharp,2016-09-14 What do you need to know to teach computing in primary schools How do you teach it This book offers practical guidance on how to teach the computing curriculum in primary schools coupled with the subject knowledge needed to teach it This Seventh Edition is a guide to teaching the computing content of the new Primary National Curriculum It includes many more case studies and practical examples to help you see what good practice in teaching computing looks like It also explores the use of ICT in the primary classroom for teaching all curriculum subjects and for supporting learning in every day teaching New chapters have been added on physical computing and coding and the importance of web literacy bringing the text up to date Computing is both a subject and a powerful teaching and learning tool throughout the school curriculum and beyond into many areas of children s learning lives This book highlights the importance of supporting children to become discerning and creative users of digital technologies as opposed to passive consumers

Primary ICT Jane Sharp,2002 This book helps trainee and newly qualified teachers to familiarise themselves with ICT and its uses in the primary classroom ICT support for teaching and learning within the core subjects is discussed together with ethical issues and health and safety legislation associated with its use and methods for improving teachers own professional development Each chapter includes guided activities and links with recent research as well as clear links with the Professional Standards for QTS the pupils National Curriculum and the Schemes of Work for ICT at Key Stages 1 and 2

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Whitaker's Books in Print ,1998 □□□□□□□□□□□□ ,1950 Compute-IT: Student's Book 2 - Computing for KS3

Mark Dorling,George Rouse,2014-08-29 Compute IT will help you deliver innovative lessons for the new Key Stage 3 Computing curriculum with confidence using resources and meaningful assessment produced by expert educators With Compute IT you will be able to assess and record students attainment and monitor progression all the way through to Key Stage 4 Developed by members of Computing at School the national subject association for Computer Science and a team of Master Teachers who deliver CPD through the Network of Excellence project funded by the Department for Education Compute IT provides a cohesive and supportive learning package structured around the key strands of Computing Creative and flexible in its approach Compute IT makes Computing for Key Stage 3 easy to teach and fun and meaningful to learn so you can Follow well structured and finely paced lessons along a variety of suggested routes through Key Stage 3 Deliver engaging and interesting lessons using a range of files and tutorials provided for a range of different programming languages Ensure progression throughout Key Stage 3 with meaningful tasks underpinned by unparalleled teacher and student support Assess students work with confidence using ready prepared formative and summative tasks that are mapped to meaningful learning outcomes and statements in the new Programme of Study Creative and flexible in its approach Compute IT makes Computing for Key Stage 3 easy to teach and fun and meaningful to learn This is the second title in the Compute IT course which comprises three Student s Books three Teacher Packs and a range of digital teaching and learning resources delivered through Dynamic Learning

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