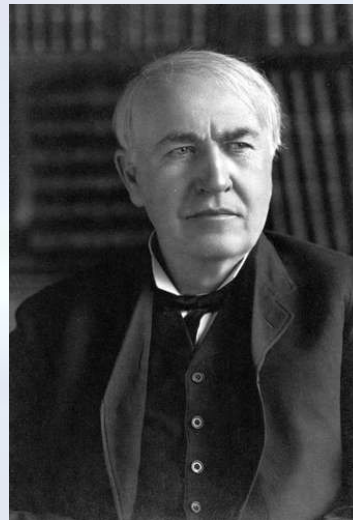
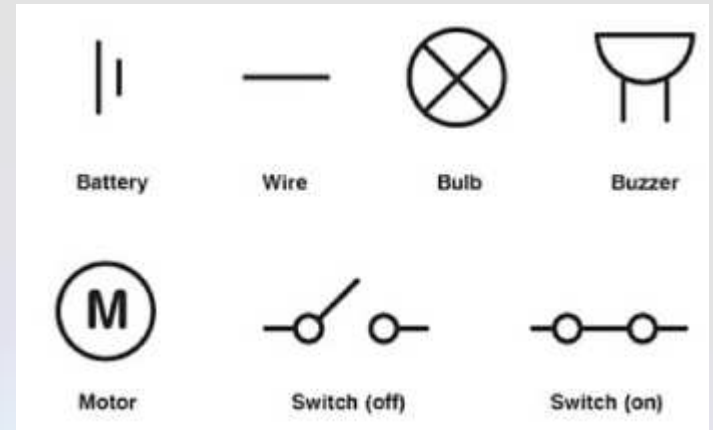
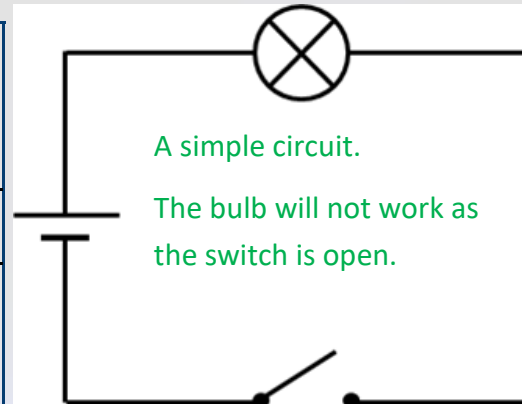


1. Electricity	The flow of an electric current or charge through a material, e.g. from a power source through wires to an appliance.
2. Generate	To make or produce.
3. Renewable	A source of electricity that will not run out. These include solar, nuclear, geothermal, hydro and wind.
4. Non-renewable	This source of energy will eventually run out and so will no longer be able to be used to make electricity. These include fossil fuels – coal, oil and natural gas.
5. Appliances	A piece of equipment or device designed to perform a particular job, such as a washing machine or mobile phone.
6. Battery	A device that stores electrical energy as a chemical.
7. Cell	A device used to generate electricity.
8. Circuit	A pathway that electricity can flow around. It includes a power supply and may include bulbs, switches or buzzers.
9. Conductor	Any material which lets electricity pass through it.
10. Insulator	Any material that does not let electricity through it.



Thomas Edison was born in 1847 and died in 1931. He lived in the state of New Jersey in the USA.

He is known as one of the greatest inventors in history,

He invented the lightbulb, phonograph, kinetograph and the Kinetoscope.

Electricity

Knowledge Organiser Year 3 Term 1

Bright Sparks



ELECTRICAL SAFETY TIPS



- Use care when plugging & unplugging cords.
- Stay away from power lines & electrical equipment.
- Never stick toys or other objects into electrical outlets.
- Never go near or touch an outdoor electrical pole or wire that has fallen to the ground.
- Never swim during storms. As soon as you hear thunder or see lightning, get out of the water.
- Don't fly kites or remote control toys near power lines.