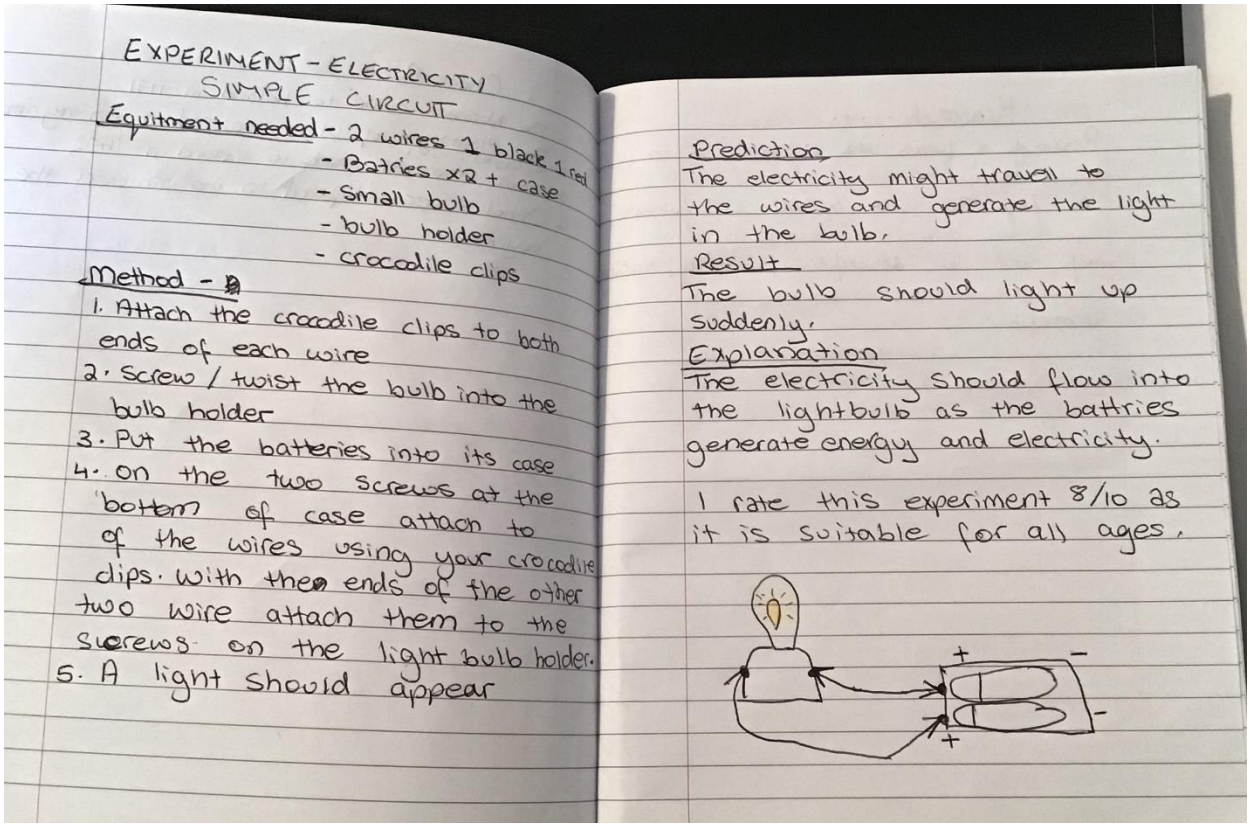
Technology-Build Simple Electronic Circuits

The children from 3rd, 4th, 5th and 6th class completed this activity.

Below is a sample of their work along with photo and video evidence.

Once the children had acquired the skill of making a simple circuit, they went on to design lighthouses and quizzes using circuits with switches.

They really enjoyed this practical experiment!



EXPERIMENT - ELECTRICITY
SIMPLE CIRCUIT

Equitment needed - 2 wires 1 black 1 red
- Batries x2 + case
- Small bulb
- bulb holder
- crocodile clips

Method -
1. Attach the crocodile clips to both ends of each wire
2. Screw / twist the bulb into the bulb holder
3. Put the batteries into its case
4. on the two screws at the bottom of case attach to of the wires using your crocodile clips. With the ends of the other two wire attach them to the screws on the light bulb holder.
5. A light should appear

Prediction
The electricity might travell to the wires and generate the light in the bulb.

Result
The bulb should light up suddenly.

Explanation
The electricity should flow into the lightbulb as the battries generate energy and electricity.

I rate this experiment 8/10 as it is suitable for all ages.

Materials Used:

Wire

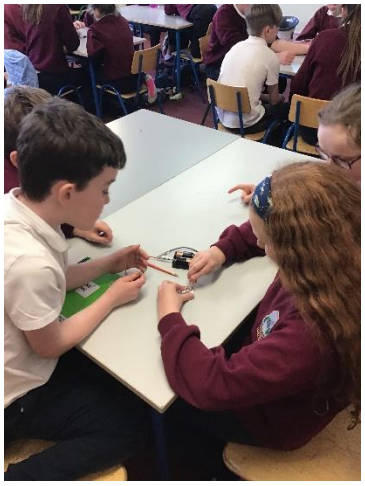
Wire Clippers/Trimmers

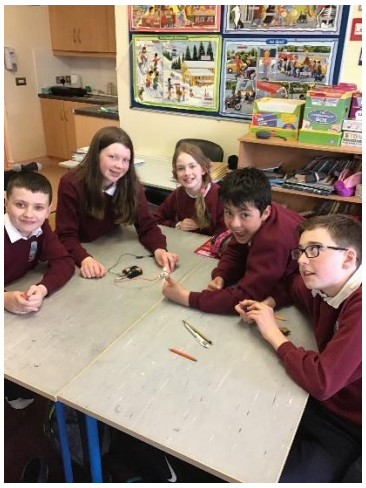
Crocodile Clips

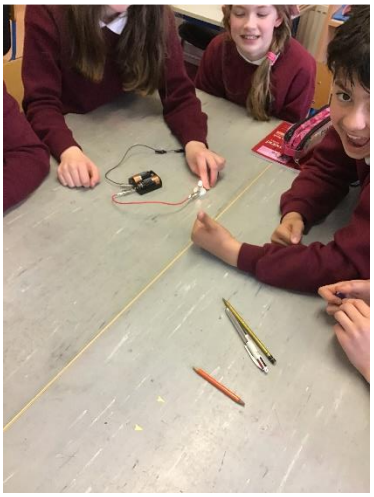
Paper Clips

Bulbs

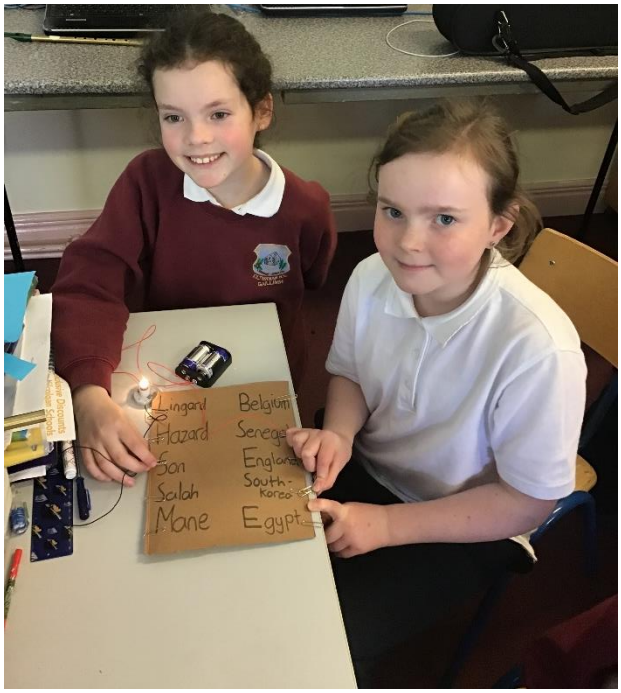
Bulb Holders







A Lighthouse with a lit bulb which is connected to a hidden circuit with an easily accessed switch.



Grace and Meadbh's Circuit Quiz on soccer players and their teams.

Technology-Use of ICT to record and analyse data.

- The children from 3rd- 6th class used computers to type up and record their Science and Engineering investigations. (See STEP 1 & 3 Logs).
- As a class, we used IT to design tables and graphs to represent the results of various experiments. (Evidence included under Step 4. Maths Log)

- Children used iPads to take pictures and videos of their progress in each STEM activity. Evidence provided under Step 1. Science Log and Step 3 Engineering Log.
- 3rd-6th Class learned about 'The Food Chain-producers, consumers and decomposers' under the Living Things Strand. They used technology to assess their learning. Each group were asked to design a Kahoot quiz to test their classmates' knowledge after the lesson. The children then participated in each other's quiz.
  They really enjoyed this assessment style and we as teachers, hope to allow children to design Kahoot quizzes more regularly.

Here are links to two Kahoot quizzes created by 4th-6th class.

https://create.kahoot.it/share/come-to-our-quiz/ac09d097-9113-41f0-b218-8235a8fb1479

https://create.kahoot.it/share/living-things-leps/c99b3bcb-770b-49bb-b976-34d965575e8f

- Children used iPads to design Maths Eyes Posters during Maths Week. (See samples under Step 4. Maths Log).
- Junior Infants – 2nd used an app called 'Toontastic' to record their Slope experiment.

https://drive.google.com/file/d/1FkpIfTlZ4aApHDi5LWYh4kgM3oHiKYE5/view?usp=sharing

- Junior and Senior Infants made a video to inform people about water conservation.

https://drive.google.com/file/d/1FJ5g2TimRIbfuCqhSda5Qq33kDmPmJ-Q/view?usp=sharing

- Junior Infants- 2nd Class used an app called 'Stop Motion' to make an animation clip of The Stages of Growth- Human Life Cycle.

https://drive.google.com/file/d/1uj96oIdROKZeUPIY6NBAThWKWAUTG-xO/view?usp=sharing

Technology-Took Part in Coding Projects

Coding:

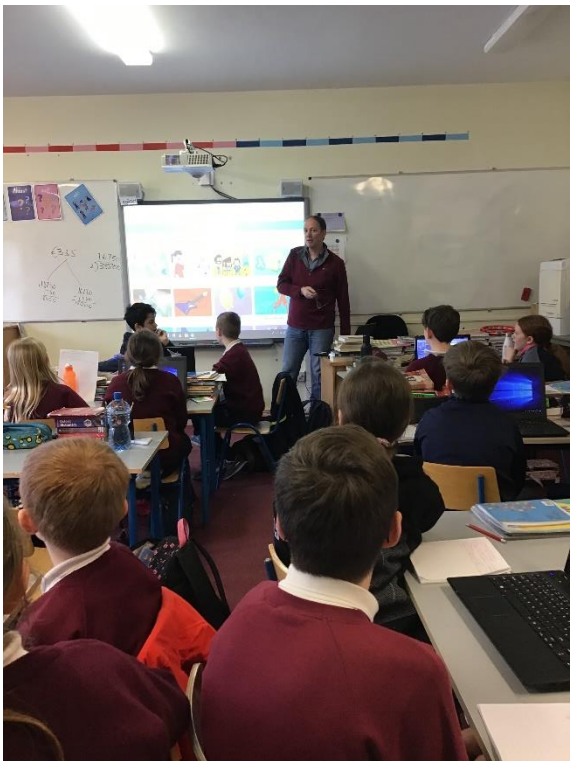
- Bee Bots:

We developed our spatial awareness skills using Bee Bots. You can tell the Bots to go forward, backwards, left and right. We practised programming the bots using an app on our iPads before we used the real ones. We practised sending the bots to different places on grid mats. We sent the BeeBots around a wooden maze as well.

Scratch:

Noel Murphy from Intel visited the Senior Room to do a Scratch Workshop. This is a program that allows you to make stories, games, animations and quizzes by entering different commands.

Scratch programming supports the teaching and learning of the primary maths curriculum covering algebra, number, shape and space, measures and data.



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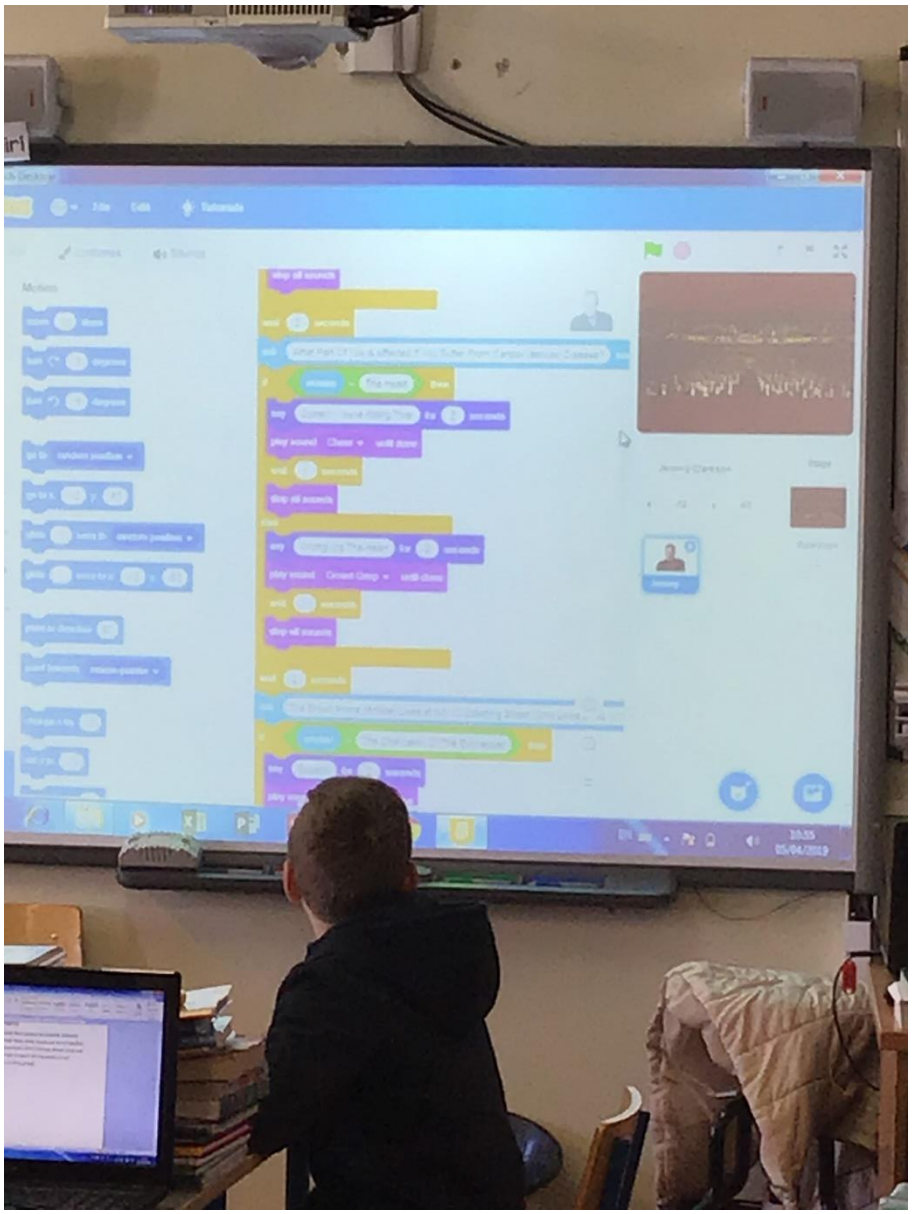

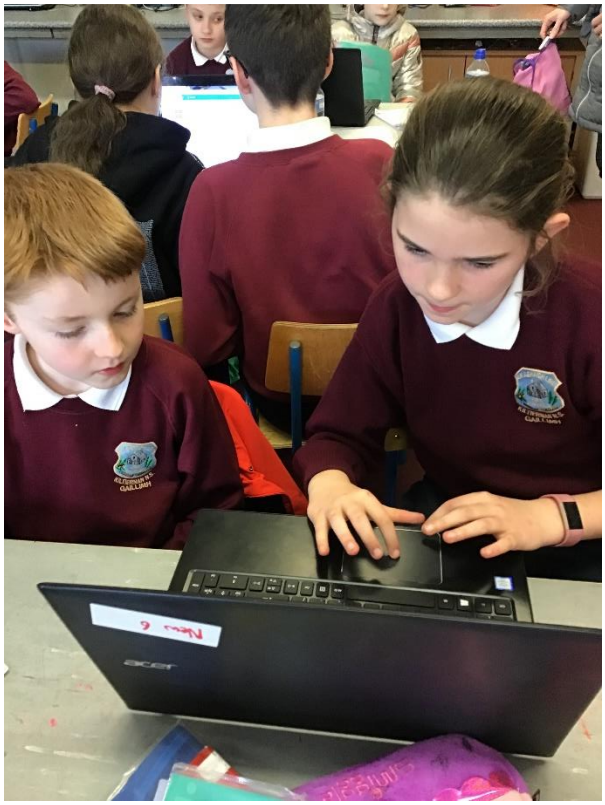
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