

Solids	Retain the same shape Can be held in your hands Can be cut into a new shape
Liquids	Flows and can be poured Changes shape to its container Volume never changes
Gases	Often invisible Always fills its container Shape & volume change
Melting	The process of a solid heating and changing into a liquid.
Freezing	The process of a liquid cooling and changing into a solid.
Evaporation	The process of a liquid heating and changing into a gas.
Condensation	The process of a gas cooling and changing into a liquid.

When? Openers	How? Openers	Where? Openers	-ing Openers	-ed Openers	Conjunctions
after afterwards all of a sudden as at last at that moment before by the time during eventually finally immediately later meanwhile next soon suddenly then when while	amazingly anxiously boldly bravely calmly cautiously confidently defiantly eagerly excitedly eventually helplessly luckily nervously miserably patiently politely quietly quickly reluctantly rudely sadly slowly wearily	above all around along around behind below beneath beside by in front of in the distance in the middle inside next to the on through under	calling feeling gazing hoping hurrying laughing panicking panting peering realising remembering running rushing shaking staring trembling wondering	determined embarrassed excited exhausted intrigued relieved surprised terrified	and after although as because before but by during however if or so until when while who which with
Punctuation , . ' ! ? " " ... () : ; -					



ELECTRICAL CIRCUITS AND SYMBOLS

Step 4

$$\begin{array}{r}
 3 \quad 12 \quad 1 \\
 4 \quad 3 \quad 2 \quad 8 \\
 - 1 \quad 4 \quad 3 \quad 6 \\
 \hline
 2 \quad 8 \quad 9 \quad 2
 \end{array}$$

M

a

t

h

s

Times Tables 1 to 12

1 times table		2 times table		3 times table		4 times table	
1x1=1	1x2=2	1x3=3	1x4=4	1x5=5	1x6=6	1x7=7	1x8=8
2x1=2	2x2=4	2x3=6	2x4=8	2x5=10	2x6=12	2x7=14	2x8=16
3x1=3	3x2=6	3x3=9	3x4=12	3x5=15	3x6=18	3x7=21	3x8=24
4x1=4	4x2=8	4x3=12	4x4=16	4x5=20	4x6=24	4x7=28	4x8=32
5x1=5	5x2=10	5x3=15	5x4=20	5x5=25	5x6=30	5x7=35	5x8=40
6x1=6	6x2=12	6x3=18	6x4=24	6x5=30	6x6=36	6x7=42	6x8=48
7x1=7	7x2=14	7x3=21	7x4=28	7x5=35	7x6=42	7x7=49	7x8=56
8x1=8	8x2=16	8x3=24	8x4=32	8x5=40	8x6=48	8x7=56	8x8=64
9x1=9	9x2=18	9x3=27	9x4=36	9x5=45	9x6=54	9x7=63	9x8=72
10x1=10	10x2=20	10x3=30	10x4=40	10x5=50	10x6=60	10x7=70	10x8=80
11x1=11	11x2=22	11x3=33	11x4=44	11x5=55	11x6=66	11x7=77	11x8=88
12x1=12	12x2=24	12x3=36	12x4=48	12x5=60	12x6=72	12x7=84	12x8=96

Perimeter of a Square

	BULB (LAMP) A component which lights up when electricity passes through it in a circuit	
	MOTOR A component which moves (spins) when electricity passes through it in a circuit	
	BUZZER A component which makes a sound when electricity passes through it in a circuit	
	WIRE Plastic-coated electrical wire which conducts electricity around a circuit	
	SWITCH Part of a circuit which can easily be opened or closed to control the flow of electric current	
	CELL - 1 battery A safe power source. A store of chemical potential energy that can power a circuit	
	CELL - 2 batteries Two cells used together to make a more powerful power source	