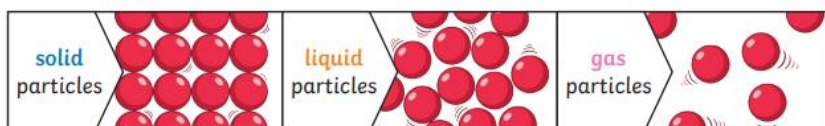
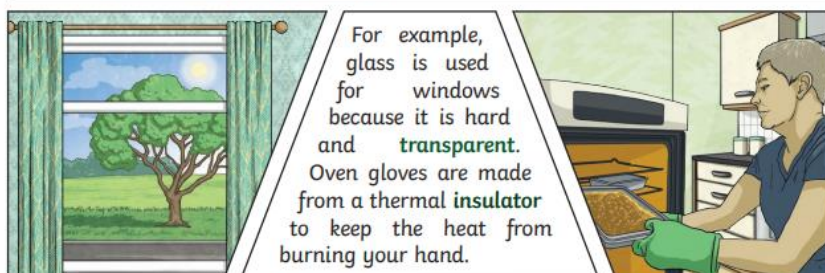


### Key Vocabulary

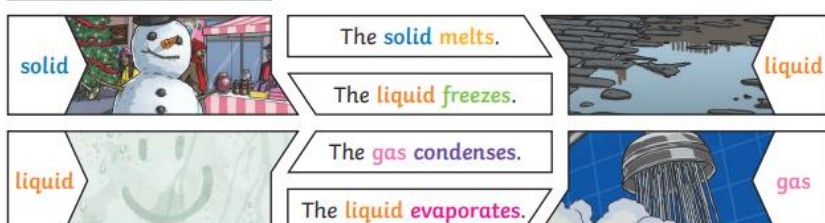
<b>materials</b>	The substance that something is made out of, e.g. wood, plastic, metal.
<b>solids</b>	One of the three states of matter. <b>Solid</b> particles are very close together, meaning <b>solids</b> , such as wood and glass, hold their shape.
<b>liquids</b>	This state of matter can flow and take the shape of the container because the particles are more loosely packed than solids and can move around each other. Examples of <b>liquids</b> include water and milk.
<b>gases</b>	One of the three states of matter. <b>Gas</b> particles are further apart than <b>solid</b> or <b>liquid</b> particles and they are free to move around. A gas fills its container, taking both the shape and the volume of the container. Examples of <b>gases</b> are oxygen and helium.
<b>melting</b>	The process of heating a <b>solid</b> until it changes into a <b>liquid</b> .
<b>freezing</b>	When a <b>liquid</b> cools and turns into a <b>solid</b> .
<b>evaporating</b>	When a <b>liquid</b> turns into a <b>gas</b> or vapour.
<b>condensing</b>	When a <b>gas</b> , such as water vapour, cools and turns into a <b>liquid</b> .

### Key Knowledge

Different **materials** are used for particular jobs based on their properties: electrical **conductivity**, flexibility, hardness, **insulators**, magnetism, solubility, thermal **conductivity**, **transparency**.



### Changes of State

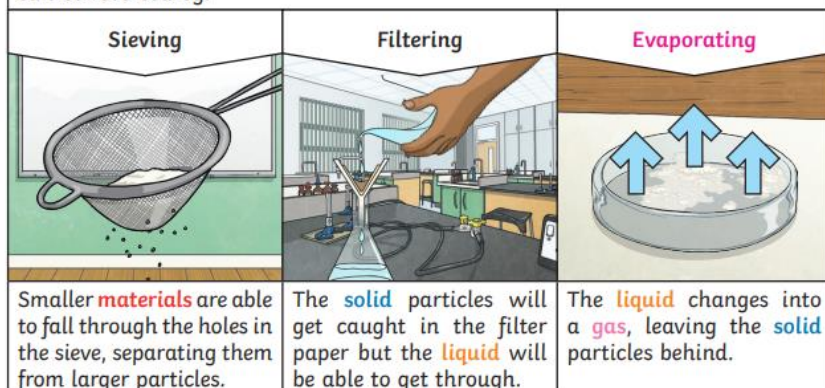


### Key Vocabulary

<b>conductor</b>	A <b>conductor</b> is a material that heat or electricity can easily travel through. Most metals are both thermal <b>conductors</b> (they <b>conduct</b> heat) and electrical <b>conductors</b> (they <b>conduct</b> electricity).
<b>insulator</b>	An <b>insulator</b> is a material that does not let heat or electricity travel through them. Wood and plastic are both thermal and electrical <b>insulators</b> .
<b>transparency</b>	A <b>transparent</b> object lets light through so the object can be looked through, for example glass or some plastics.

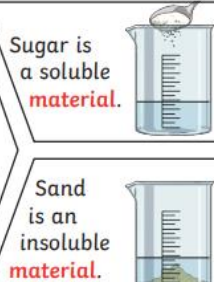
### Key Knowledge

Reversible changes, such as mixing and dissolving **solids** and **liquids** together, can be reversed by:



### Dissolving

A solution is made when **solid** particles are mixed with **liquid** particles. **Materials** that will dissolve are known as soluble. **Materials** that won't dissolve are known as insoluble. A suspension is when the particles don't dissolve.





## Key Vocabulary

<b>bobbies/peelers</b>	Police officers, named after Sir Robert Peel, who introduced the first police force in London in 1829.
<b>deterrent</b>	To discourage someone from doing something.
<b>execution</b>	A sentence of death.
<b>highwaymen</b>	Criminals who would rob people while they were travelling. This was very common during the Stuart and Georgian periods.
<b>humiliation</b>	To make someone feel ashamed and foolish.
<b>judge</b>	Someone who is in charge of a <b>trial</b> in court.
<b>jury</b>	A group of people who would listen to the facts in a <b>trial</b> and decide if the person is guilty or not guilty.
<b>ordeal</b>	A long and painful experience.
<b>treason</b>	A crime against the King, Queen or the government.
<b>victim</b>	A person who has suffered.
<b>trial</b>	A <b>judge</b> and <b>jury</b> listen to evidence in a court to decide whether a person is guilty of a crime.

The Romans

The Vikings

The Plantagenets

The Stuarts

The Victorians

43

450

793

1066

1154

1485

1603

1704

1837

The Anglo-Saxons

The Normans

The Tudors

The Georgians

## Romans' Rule

Roman laws, written around 450 BC, were called the 'Twelve Tables'. Not following these rules was a crime. Punishments were severe to **deter** people from not following them. People could pay to have their punishment lessened. **Judges** and **juries** were used to decide if someone was guilty or not guilty. There were lots of serious crimes such as murder, and less serious crimes, such as stealing. The worst crime, **treason**, was punishable by being thrown to the lions.



## Anglo-Saxon Justice System

Anglo-Saxon people accused of a crime had a **trial**. If a decision as to whether the person was guilty or not guilty could not be made, a **trial** by **ordeal** would take place. It is thought that God would decide if they were guilty or not by the outcome of the **ordeal**. There were no prisons to send criminals to so punishments acted as huge **deterrents** and were often very brutal including stoning, whipping and hanging.

**mutilation** (body parts cut off)



**exile** (being sent away)



## Anglo Saxon Trial of Ordeal Punishments

<b>cold water ordeal</b>	A person's hands and feet were tied together and they were thrown into an ice-cold lake.	If the person drowned, they were innocent. If they floated, they were guilty.
<b>iron bar ordeal</b>	Criminals would have to carry a glowing hot iron bar in their hands.	The person would have their hand bandaged for three days. After three days, if their hand healed without infection, they were innocent. If their hand was infected, they were guilty.
<b>Hot water ordeal</b>	A criminal's hand would be plunged into a pot of boiling water.	

## Tudor Torture

To **deter** people from committing crimes, the Tudors came up with even more terrifying punishments, including public **executions**. Public **humiliations** were common. The scold's bridle was worn for gossiping; the rack used to stretch out the **victim's** body for **treason**; and the dunking stool to find out if someone was a witch.

## Victorians Villains

The Victorians looked for alternative ways to hanging people for committing crimes. Many prisons were built in order to prevent people committing further crimes. Life in prison was very tough. Prisoners had to do very physically demanding tasks. These included:

- the treadwheel - using the steps on a huge wooden and iron wheel to move it
- shot drill - lifting a heavy iron cannonball
- the crank - machinery that victims turned 10,000 times a day



scold's bridle



branding



the rack



the crank



treadwheel



shot drill