



PREPARATION

THEME: SINK IT

MYSTERY BAG

A BOAT THAT FLOATS OR A
TUPPERWARE/CONTAINER

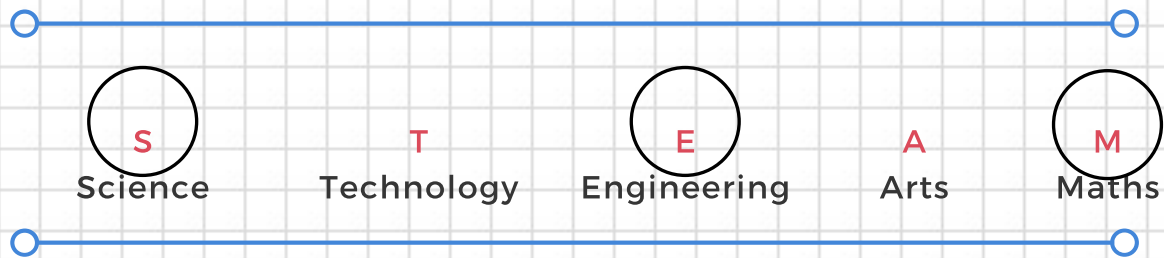
EXPLORATION RESOURCES

- LARGE BOWL OF WATER OR THE BATH
- OTHER SIZES OF BOATS OR CONTAINERS
- HANDFUL OF SMALL OBJECTS THAT SINK: STONES/PENNIES
- CHARACTER TOYS TO PUT IN BOATS.
- FLOATING ITEMS: E.G. CORK, SPONGE, LEAF, STICK, BALL, BALLOON, STRAW
- SINKING OBJECTS: E.G. STONE, COIN, BLOCK, SPOON
- OTHER ITEMS: KITCHEN ROLL SHEET, SOCK, TOILET ROLL TUBE
- ELASTIC BANDS/HAIR TIES OR STRING



EXPLORATION

THEME: SINK IT



Questions/Ideas:

Float or Sink Sort: Do you think/predict this will float or sink? Why do you think that? Let's test. Were you right? Let's sort the objects in two sets: things that sink and things that float.

Adding Weight: How can I use these stones/coins to make the boat sink? How many do you think it will take? Let's check. Was it more or less than you thought? How many do you think it will take to make this bigger boat sink? Why do you think it's more/fewer? Let's check.

Sink It: Can you find an object that floats? What could you do to make the object sink? Can you make it heavier? Can you attach it to something else?

Challenge - Float It: Do you think you can find an object that usually sinks and make it float?

Learning:

Science: Floating and sinking; Heavier (denser) objects usually sink and lighter objects usually float; Adding weight (density) to a floating object makes it sink; Bigger boats need more weight to sink; Predicting and testing.

Engineering: Engineering solutions to make floating objects sink.

Maths: Counting; Comparison language: more/fewer.

Problem solving: Finding solutions to make objects sink and float.

