

Topic/theme: Water

Stage: Nursery/P1

Curriculum for Excellence experiences & outcomes:

Science – Properties and uses of substances

- Through creative play, I explore different materials and can share my reasoning for selecting materials for different purposes (SCN 0-15a)

Science – Forces

- By investigating floating & sinking of objects in water, I can apply my understanding of buoyancy to solve a practical challenge (SCN 2-08b)

Resources:

- Umbrellas, rugs & 'rainy day' story
- Water & water trays and a variety of 'moving water' objects – eg brushes, buckets, buckets with holes, spades, sponges, bottles, funnels
- Different substances to add to water – eg sand, glitter, food colouring, flour, tissue paper
- Range of items which will float or sink, 2 hoops, float & sink labels
- Boat building materials – eg lolly sticks, cardboard, egg boxes, plastic bottles



Introduction:

Read a 'rainy day' story or poem outdoors with umbrellas up, sitting on rugs/bench/chairs. Encourage discussion around vocabulary associated with rain & water.

Main learning:

Split into 3 groups and move around activity stations:

Station 1 - Discuss how we can use the 'moving water' objects to get rid of a puddle of water. Time the group to see how long it takes them to get rid of the puddle – record on scoreboard.

Station 2 – Explore what happens when different substances are added to puddles. Ask group to predict what might happen beforehand and then comment on the results. Use a digital camera to record results.

Station 3 – Use a water tray to investigate floating and sinking. Before starting, discuss which items might float or sink. Separate them into two hoops and label with the appropriate card – record with digital camera. Carry out the experiment and put each object in the correct hoop – record results with digital camera..



Evaluation and follow-up:

Gather together the results from the different activity stations and discuss. Ask the children to create a boat using various materials. Using a water tray, try out different methods to move objects across water. Set up a boat race and race boats two at a time across water tray to see which ones stay afloat and move quickest. Record results and take digital pictures.

