

S3 Topic Work Week 10

Design and Make a Boat

This week we are going to design and make boats using materials around the home.

Some children can look at floating and sinking materials and build a simple boat filling it with coins or any other resources you have at home to see how long it takes to sink. If they can they could count the objects which are put in their boat. You could rote count with them while putting coins in as well to help them if they find counting hard.

Some could look on the internet to find pictures of the boat they want to make. They could say what they are going to use to make their boat and experiment with the object to see if they will work ie does it float, does it stay floating, does the object used absorb the water and become weaker. Is it still a good thing to use to make the boat? They could then build their boat. Float the boat and add cargo (as in the activity above) counting as you add things to see how much the boat can hold before it sinks. Does it capsize? If it does could you put the cargo in a different place in the boat to see if that helps. Draw your boat. If you are enjoying the activity you could make another boat from different things and see if that is better or worse than your first boat.

Some could research boats on the internet, make a list of the resources they want to use to build their boat and draw a labelled diagram of the boat they are going to make. They could build their boat and test it for stability by loading it (as above) and making waves to see if they can sink it. They could make another boat following the same method and test it to see which boat works better. After completing their investigation they could write about their boats saying what worked and what didn't and what improvements could be made to them to make them work better.

Thank you.