

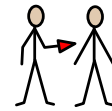
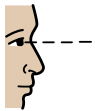
10

S3 Topic Work Week 10



Designing and making a boat or boat or boat

1

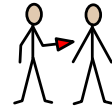
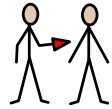


1. Look on the internet to find the type of boat you would

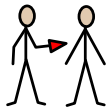


like to make.

2

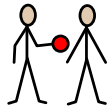


2. Think about what you will need to make it. Have you

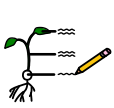


got what you need at home?

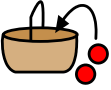

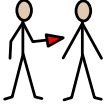


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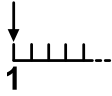



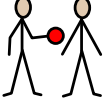



3. Draw a design for your boat and draw a

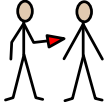



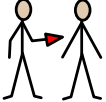


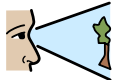
labelled plan of it.

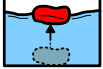
4  Collect the  things you  need -  ask an  adult if

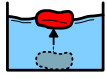



you can have them first.

5  Make your  boat. You can  ask an  adult to  help

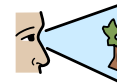
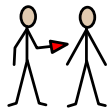
 if you  get stuck.

6  Once you have  made your  boat  see if it will

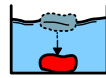

float.

7  If it doesn't  change  things so that it does.

8

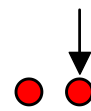
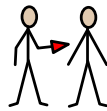
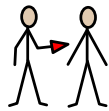


8. You could try loading it with objects to see

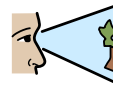


how much it holds before it sinks.

9



9. If you enjoy doing this you could make another

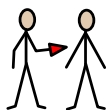


boat using different things and see which works

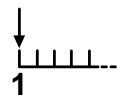
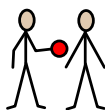
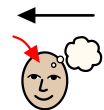
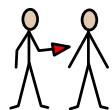


best.

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10. You could try to make a better boat from what



1



you learned making your first one. How will you



know it is better?