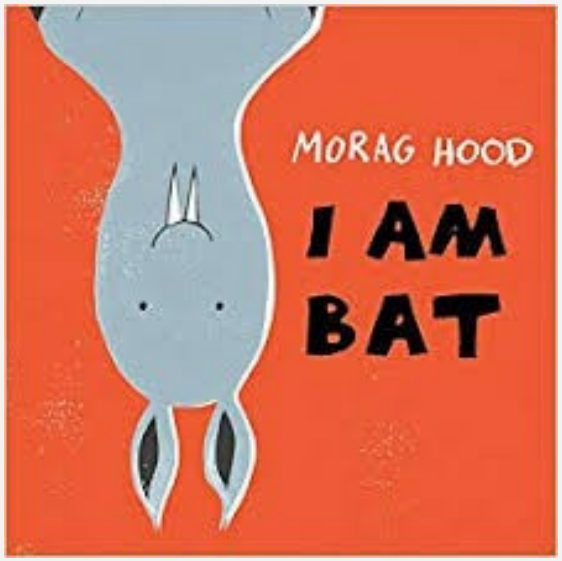
aStory



Experiences and Outcomes:

SCN 0-01a
SCN 1-01a
SCN 0-06a
SCN 1-06a
SCN 1-14a
SCN 0-12a
SCN 1-12a
TCH 0-04a
TCH 1-04a
MNU 1-20b
MTH 1-21a

DYW link:

Food Scientist/Nutritionist: Nutritionists collect data through research projects and use their knowledge of the science of food to help individuals and groups make the right choices about what they eat.

Conservationist: Is a person who advocates or acts for the protection and preservation of the environment and wildlife.

Resources required:

Animal sorting cards
Fruit
Knives
Chopping board
Paper and pencils
Large squared paper
Sorting plates

Activity/Challenge:

- Compare night and day by investigating animals.

Use picture cards and ask the children to sort these (they may choose a number of different ways). Once completed ask them what they notice that is similar and what is different? What time of day have these pictures been taken at? What do you notice now? Explain the difference between nocturnal and non nocturnal animals

- Explore the sense of taste.

Have the children prepare the fruit by cutting into bitesize pieces. Discuss safe use of knives before hand. In pairs have one child blindfolded and the other as the taste tester. The blindfolded child should taste the fruit and categorise it based on the taste. Then they should swap roles. Discuss the final categories and if they agree or not.

- Collect data about favourite fruits and represent in a pictogram.

aStory

Experiences and Outcomes:

SCN 0-04a
SCN 0-07a
SCN 1-07a
SCN 2-07a

TCH 1-09a
TCH 0-10a
TCH 0-11a
TCH 1-10a
TCH 1-11a

DYW link:

Biomedical Engineer: Design medical equipment and devices, such as artificial internal organs, replacements for body parts, and machines for diagnosing medical problems.

Social Marketer: Someone who uses advertising with the aim to change or maintain people's behaviour for the better i.e. recycling, eye tests, volunteering etc.

Resources required:

Vehicle and environment cards
Rocket template
Sticky tape
Scissors
Plastic bottle (various sizes)
Sports bottle top
Variety of materials

Activity/Challenge:

- Design a vehicle which is suitable for a specified environment.

Use the cards to design a vehicle suitable for the chosen environment. Alternatively create the vehicle using different materials.

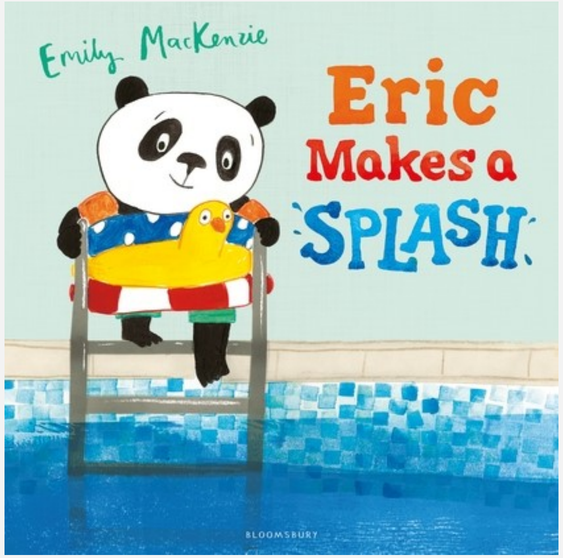
- Construct a rocket and then test it.

Construct the rocket using the template provided. Attach the rocket onto the end of a plastic bottle that has a sports bottle top attached then squeeze the bottle quick and hard to launch the rocket into the air. What changes to the rocket would make it go further? Do different sized bottles change how far the rocket travels?

- Junk model a sidekick for One Button Benny

Use a variety of different materials and construct a sidekick to help One Button Benny. Will they also have a button? How will they be able to help Benny?

STEMaStory



Experiences and Outcomes:

SCN 0-07a	TCH 0-04a
SCN 1-07a	TCH 1-01a
SCN 0-15a	TCH 1-04b
SCN 1-15a	TCH 1-06a

DYW link:

Material Scientist: A materials scientist is someone who studies and analyses the chemical properties and structure of different man-made and natural materials.

Coast Guard: A group that work to prevent the loss of life on the coast and at sea. They produce legislation and guidance on maritime matters, and provide certification to seafarers.

Resources required:

Mud
Outdoor space
IPad/Camera
Honey, bread, plastic knives
A variety of textiles (waterproof/non-waterproof)
Plastic cups
Elastic bands
Jug of water

Activity/Challenge:

- Investigate forces with Muddy Puddle Challenge.

Take a picture before, video during, take picture after, discuss differences before and after and record noise, feelings etc.

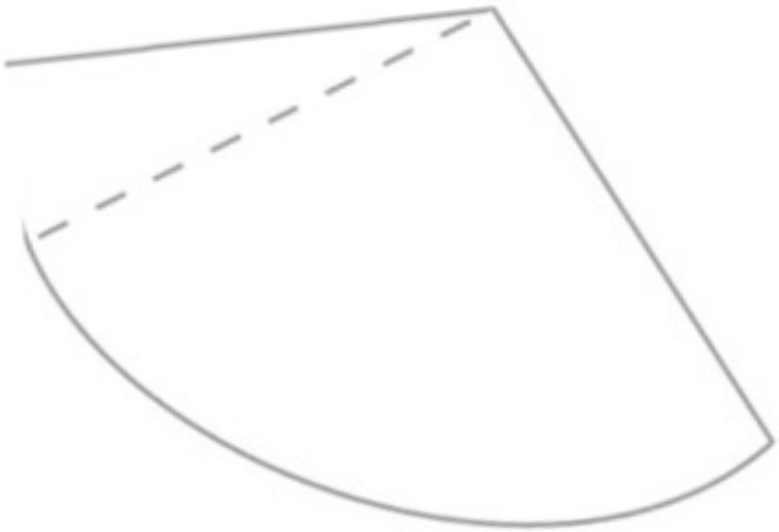
- Prepare a honey sandwich.

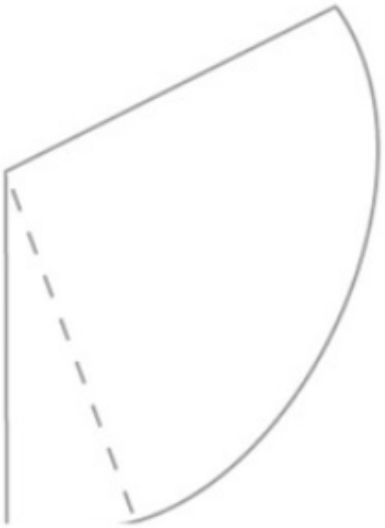
Demonstrate how to safely use a knife and then give the children a series of instructions for them to make their own honey sandwich.

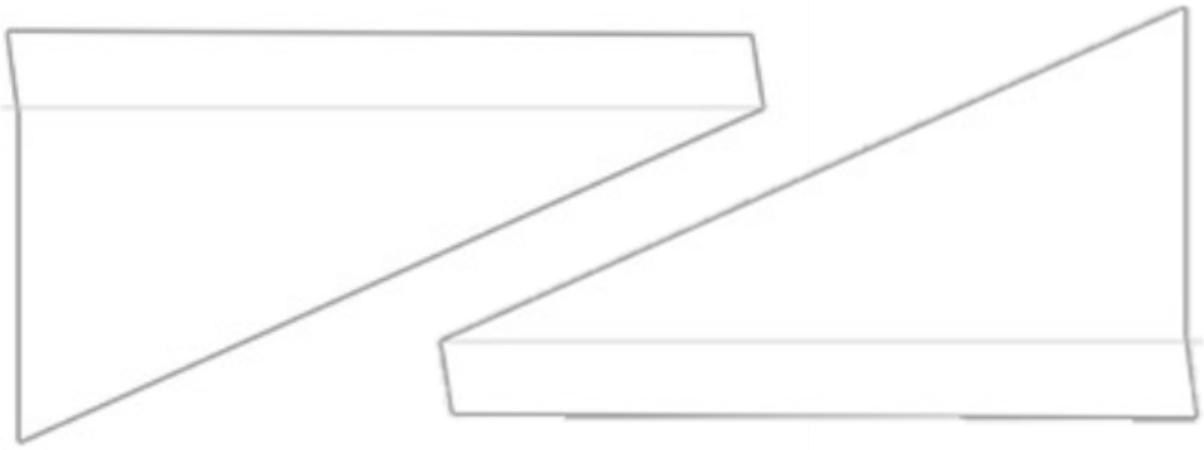
- Classify items based on waterproof and not waterproof.

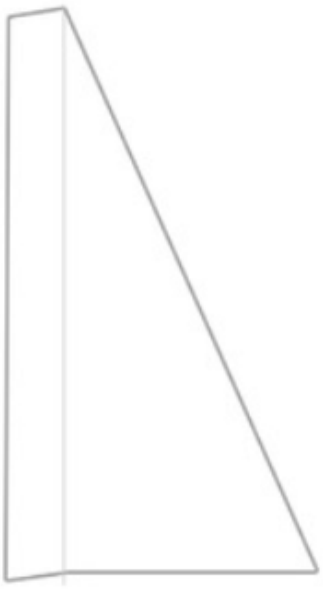
Have the children choose 2 materials from those given out. Have them predict one material that is waterproof and another that isn't. In a plastic tray, place the material over the top of a plastic cup and secure with an elastic band. Slowly pour water from a jug onto the material. What happens? Repeat for other material. Were the predictions correct?

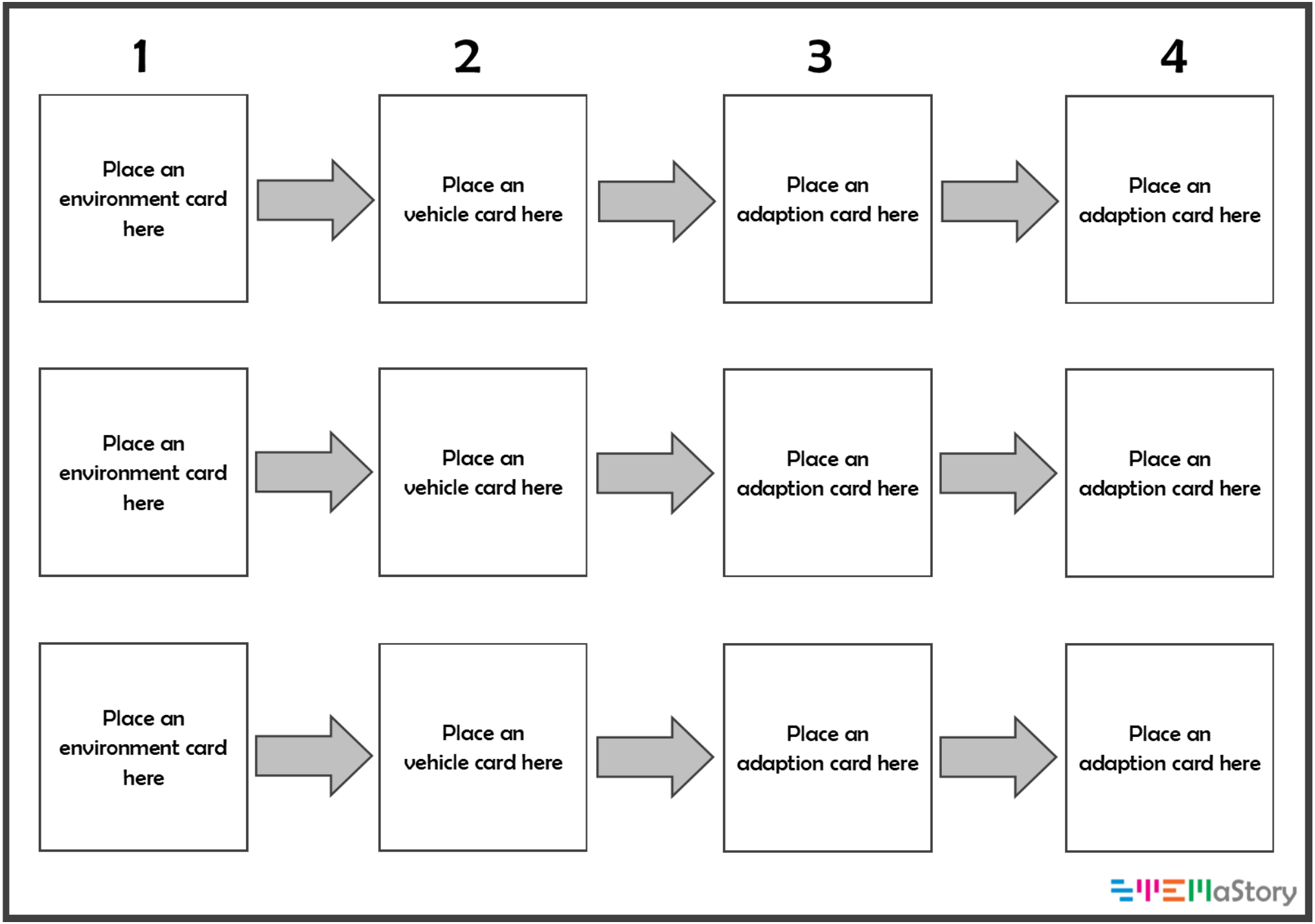
Rocket cones and fins







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Mountains

Fields

Jungle

Arctic

Forest

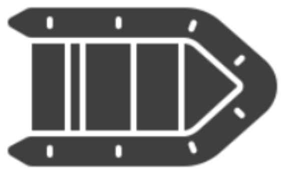
Ocean

Desert

Fields

Wheel

Inflatables



Wings

Horn

Heating

Lights

Parachute

Waterproof

Removable Roof

Propeller

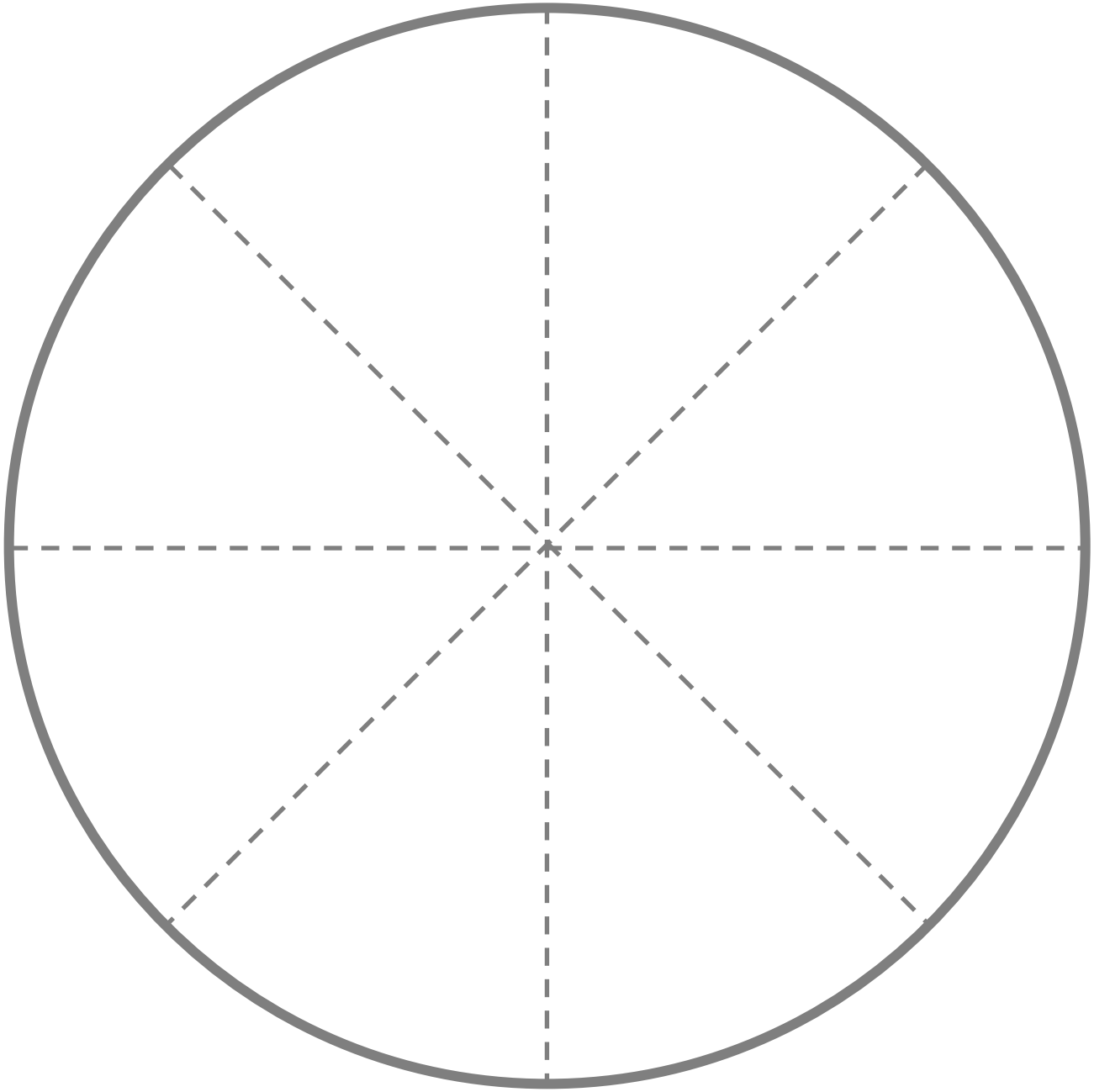
Storage

Tank Wheels

Solar Powered

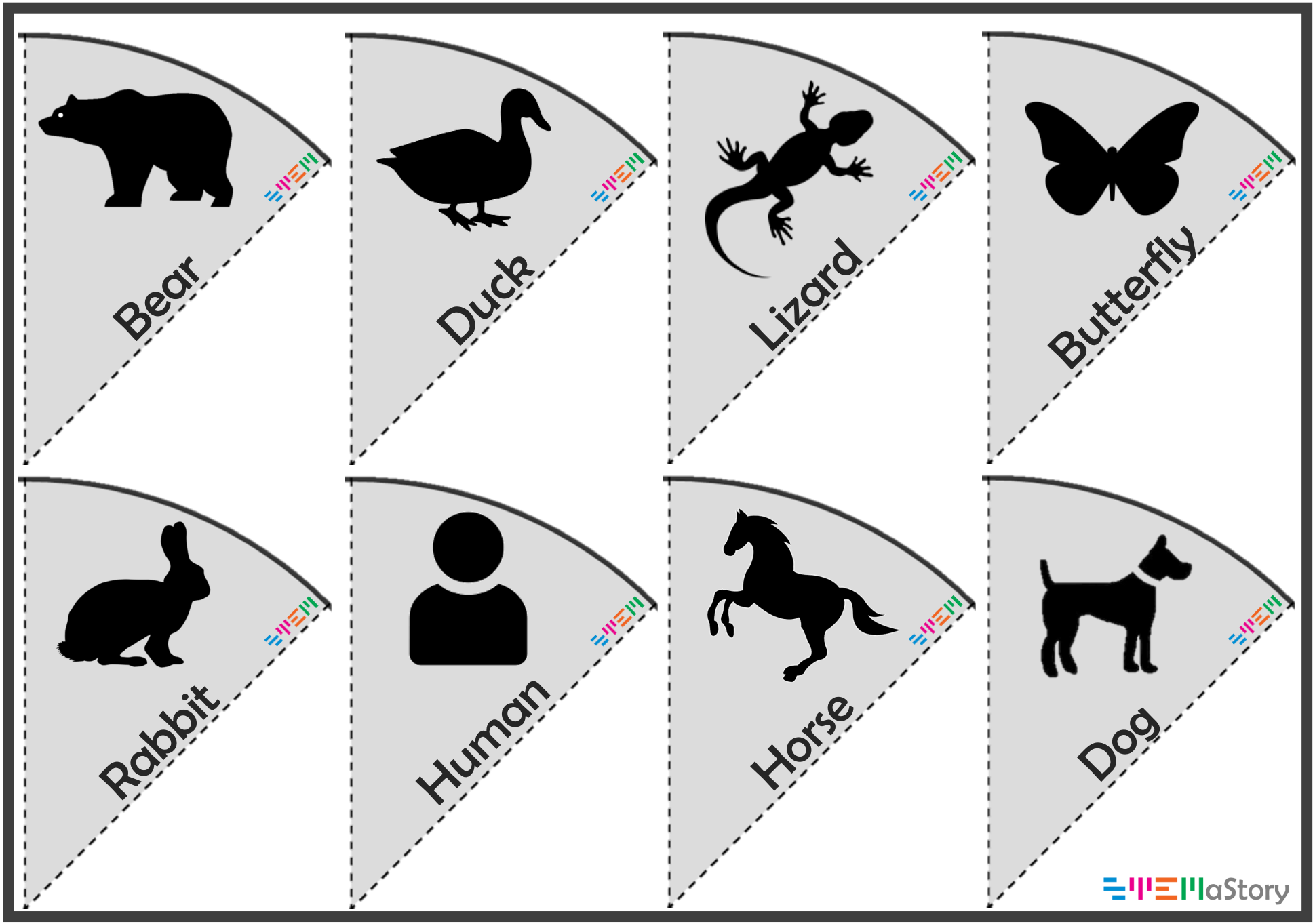
Rechargeable

Nocturnal Animals



Nocturnal animals are active at night-time and asleep during the day.

Using the sector cut outs identify all of the nocturnal animals and fill in the circle to the left.


Bear
Duck
Lizard
Butterfly
Rabbit
Human
Horse
Dog
MEMaStory