



Activity:

Make a boat for the mouse

The children are asked to go and find an item that represents a mouse (approximately the same size and weight as a mouse might be appreciating that there bigger and smaller mice).

Offering a variety of materials allow children to create a boat for the mouse to go from one side of the water to the other (a stream or water tray).

Discuss sinking/floating/heavy/light and stable/unstable

CfE

I can share my thoughts with others to help further develop ideas and solve problems.

[TCH 0-04c](#)

Through everyday experiences and play with a variety of toys and other objects, I can recognise simple types of forces and describe their effects.

[SCN 0-07a](#)

Through creative play, I explore different materials and can share my reasoning for selecting materials for different purposes.

[SCN 0-15a](#)

RESOURCES:

- Boat resources; foil, drinks cartons, food cartons, shells etc,
- Scissors
- Paints and pens if you want to decorate boats

Exploring

Find a stone, stick, or anything that you think reminds you of a mouse

Choose an item/material that you think would make the best boat for your mouse.

Test to see if it floats.

Test to see if it holds the weight of your mouse.

How can you move the boat from one side to the other?

Building

Find a stone, stick, or anything that you think reminds you of a mouse. Can you find a heavy mouse and a light mouse?

Choose an item/material that you think would make the best boat for your mouse.

Test to see if it floats.

Test to see if it holds the weight of each mouse and both together.

How can you move the boat from one side to the other?

Reinforcing

Find a stone, stick, or anything that you think reminds you of a mouse. Find a mouse family

Choose an item/material that you think would make the best boat for your mouse.

Test to see if it floats.

Test to see if it holds the weight of your mouse family.

How can you move the boat from one side to the other?

Apply (Benchmark)

Understands what can be reduced, re-used and recycled.

Selects an appropriate solution.

Explores and identifies at least two ideas by using given resources to solve the problem.

Justifies the selection of appropriate materials for different uses based on their physical properties.