

Curriculum Outdoors

LEARNING * OUTDOORS * SUPPORT * TEAM

Curricular Area: Technologies –Craft, Design, Engineering and Graphics

Experience and Outcomes

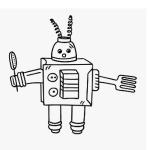
I explore everyday materials in the creation of pictures/models/concepts. TCH 0-10a

Learning Outcome

Pupils will be able to experiment with materials to find out what is waterproof.

Resources

- Junk modelling materials such as materials washed and ready to be put in recycling bins
- Rubber bands
- Scrap paper
- Scissors
- Glue stick
- Trigger spray bottle
- Tub of water



Activity

Junk modelling – Make a Figure

- 1. Pupils make a simple figure (robot, person, animal).
- 2. Pupils are told that the figure wants to go out on a wet day.
- 3. Pupils test junk materials to find out what is waterproof and what is not and suggest a piece of clothing or equipment they could make for their figure.
- 4. Pupils make their suggested item of clothing or equipment.

<u>Assessment</u>

Discussion with pupils about how they might find out what is waterproof and what is not.

Observation of pupil experiments to find out what is waterproof and what is not.