

Experiences and Outcomes:

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

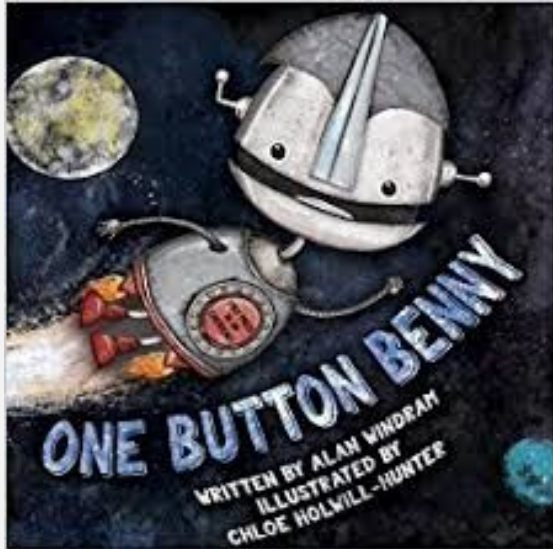
Conservationist: Is a person who advocates or acts for the protection and preservation of the environment and wildlife.

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.



Experiences and Outcomes:

SCN 0-04a	TCH 1-09a
SCN 0-07a	TCH 0-10a
SCN 1-07a	TCH 0-11a
SCN 2-07a	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.

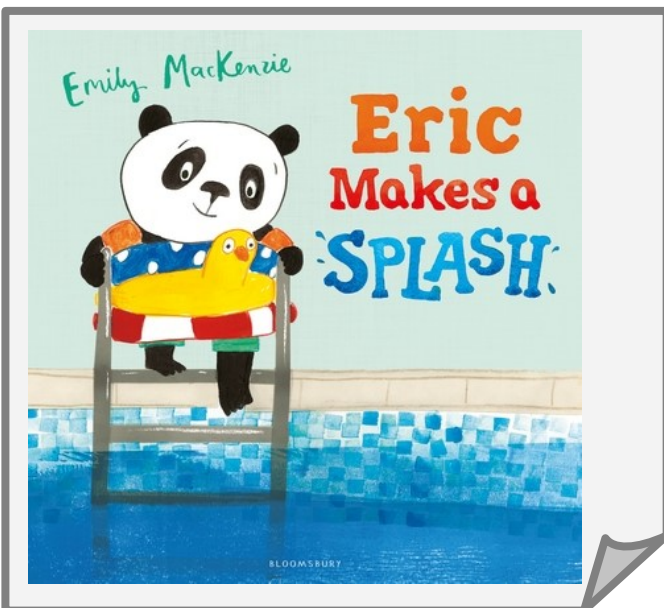
Social Marketer: Someone who uses advertising with the aim to change or maintain people's behaviour for the better i.e. recycling, eye tests, volunteering etc.

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/partner 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?



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.

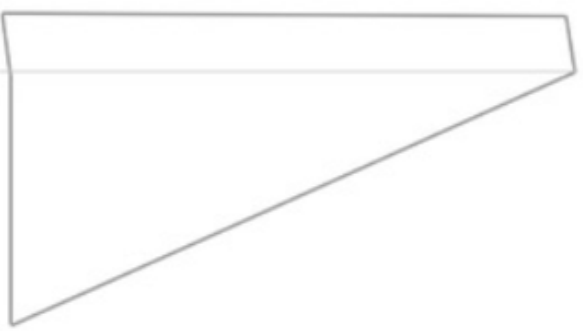
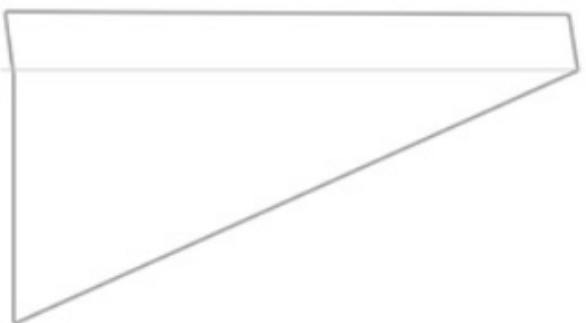
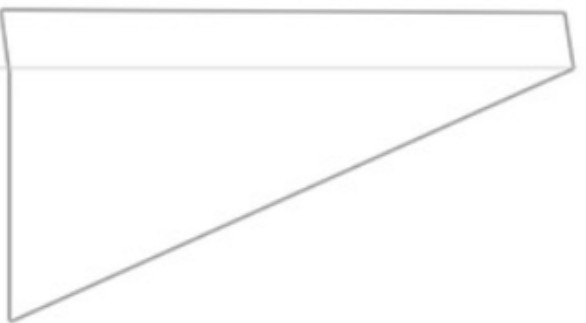
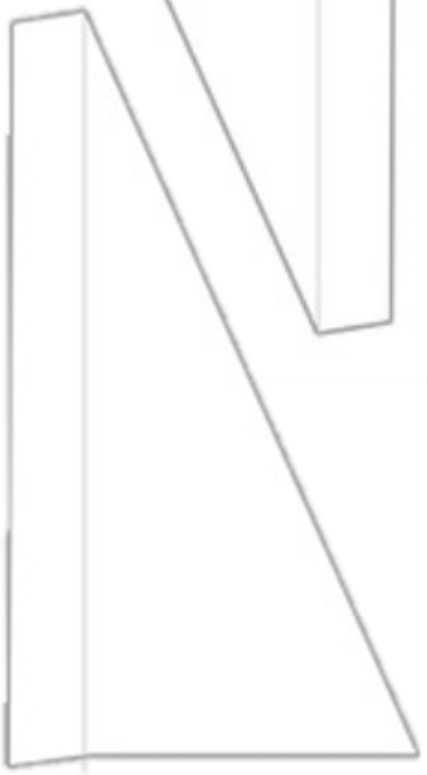
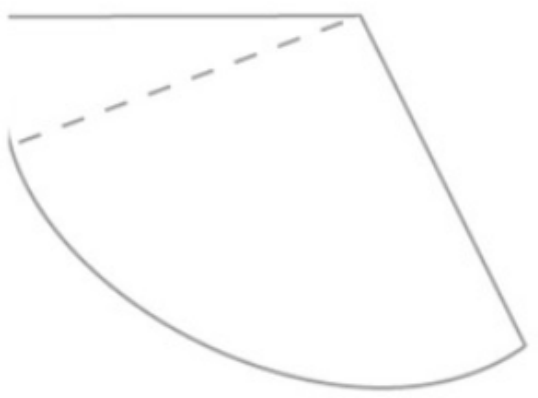
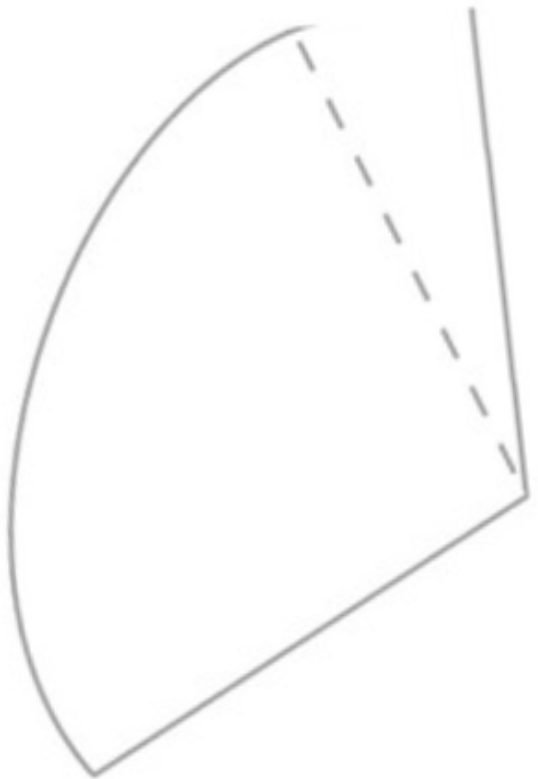
Resources required:

Mud
 Outdoor space
 Tablet/Camera
 Honey, bread, plastic knives
 A variety of textiles (waterproof/not waterproof)
 Plastic cups
 Elastic bands
 Jug of water

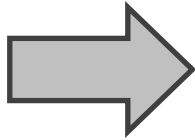
Activity/Challenge:

- Investigate forces with Muddy Puddle Challenge.
Take a picture before, then vide during splashing and take a picture after. What do you notice? 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 whether the material is waterproof or not waterproof. 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?

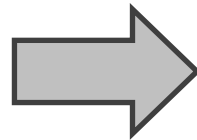
Rocket cones and fins



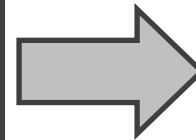
Place an environment card here



Place a vehicle card here

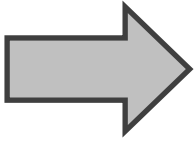


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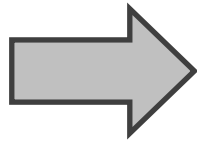


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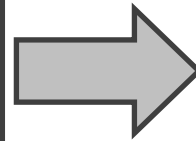
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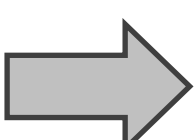


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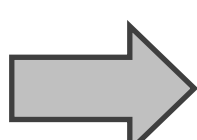


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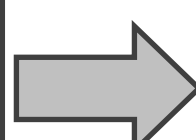
Place an environment card here



Place a vehicle card here



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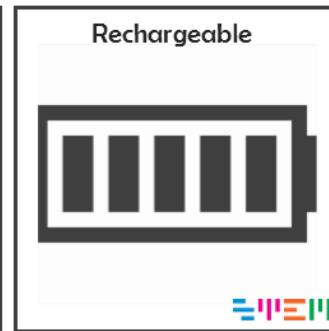
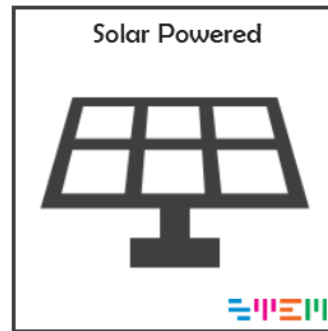
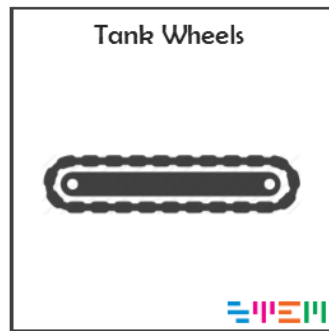
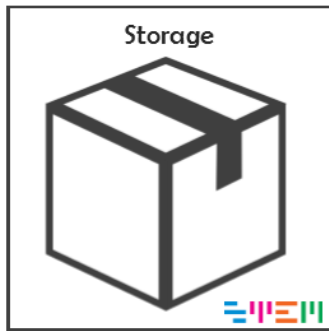
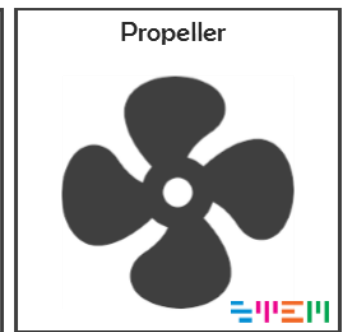
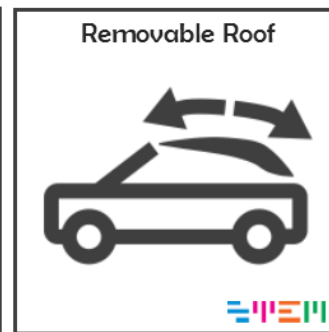
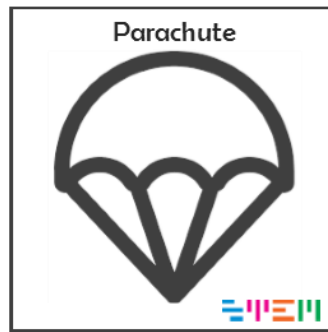
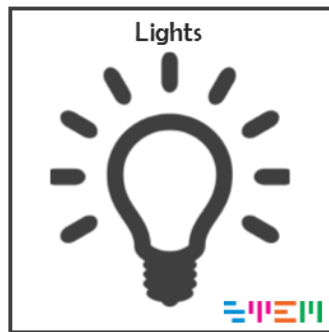
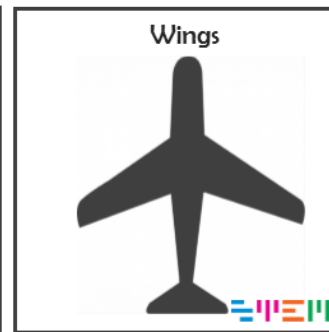
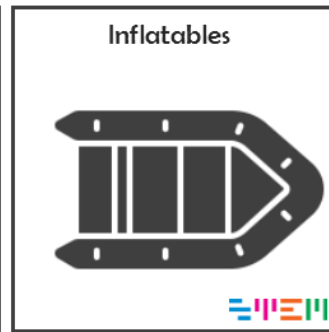
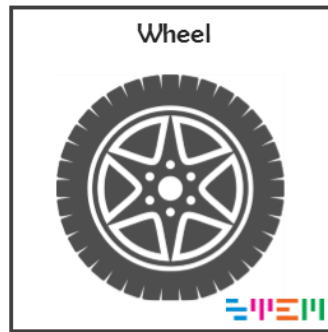
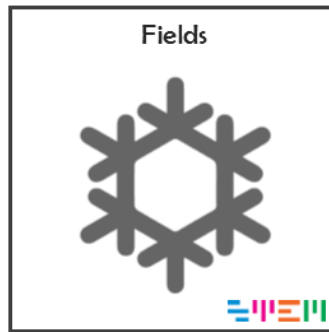
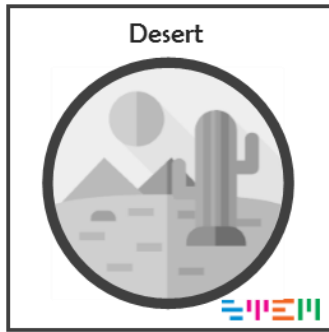
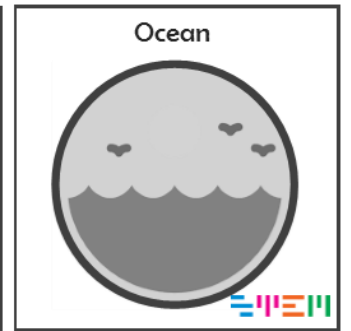
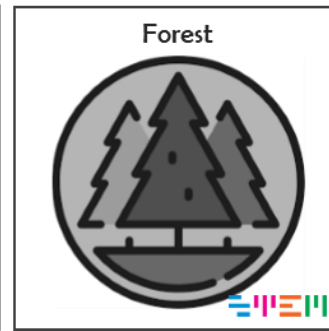
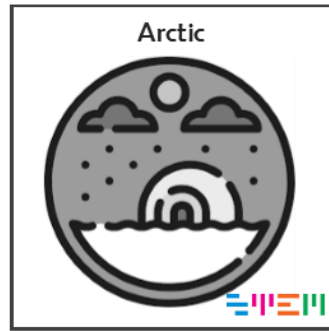
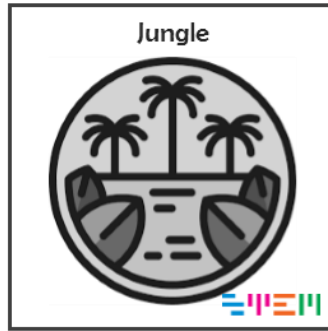
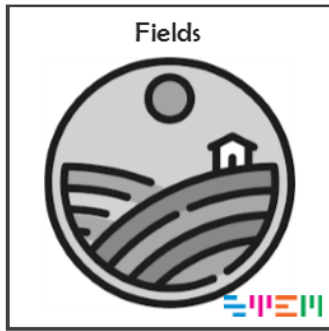
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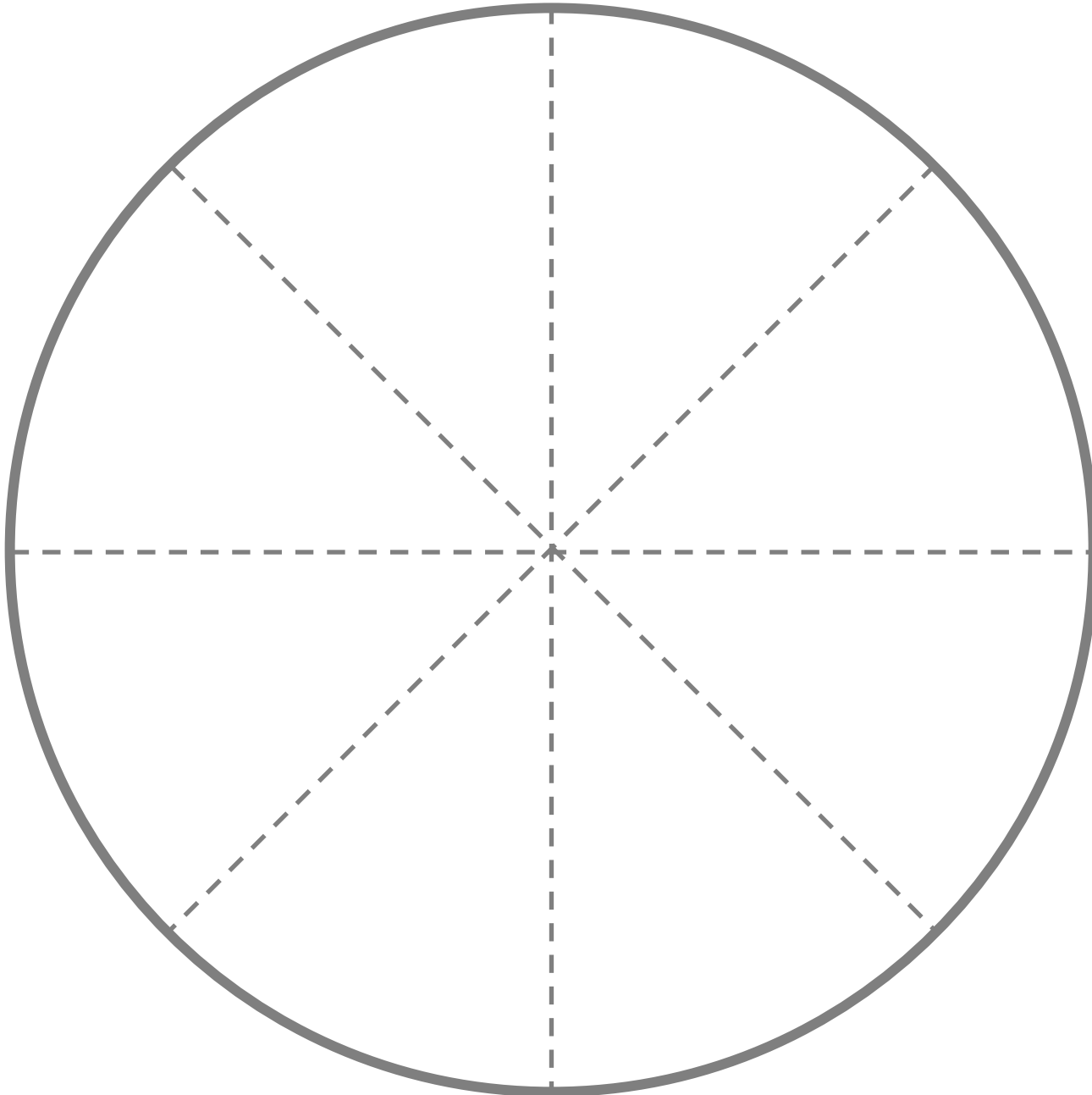
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Nocturnal Animals

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.

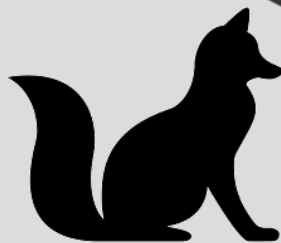




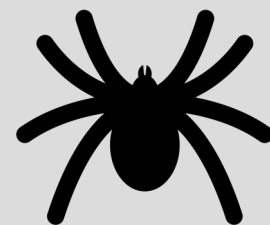
Mouse



Owl



Fox



Spider

Frog



Badger

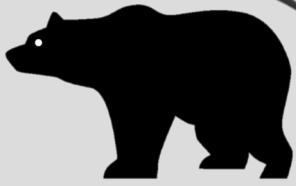


Hedgehog

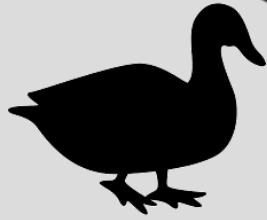


Bat





Bear



Duck



Lizard



Butterfly



Rabbit



Human



Horse



Dog