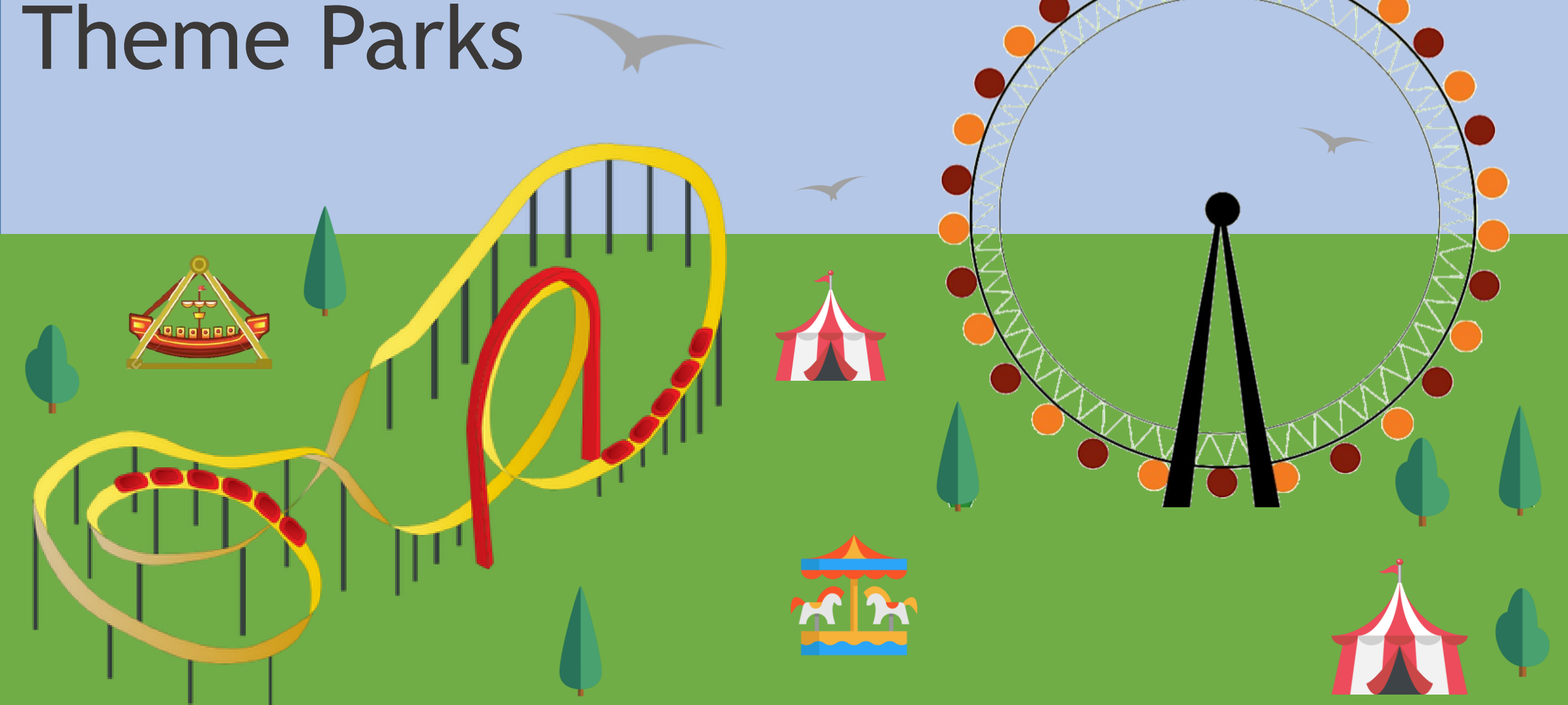


# STEM in a Context CLPL Theme Parks



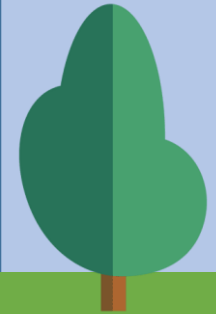
# Welcome



# STEM in a Context CLPL



STEM in a Context will explore the various ways in which the science experiences and outcomes can be incorporated within a variety of common primary contexts whilst further developing scientific enquiry skills through practical activities.



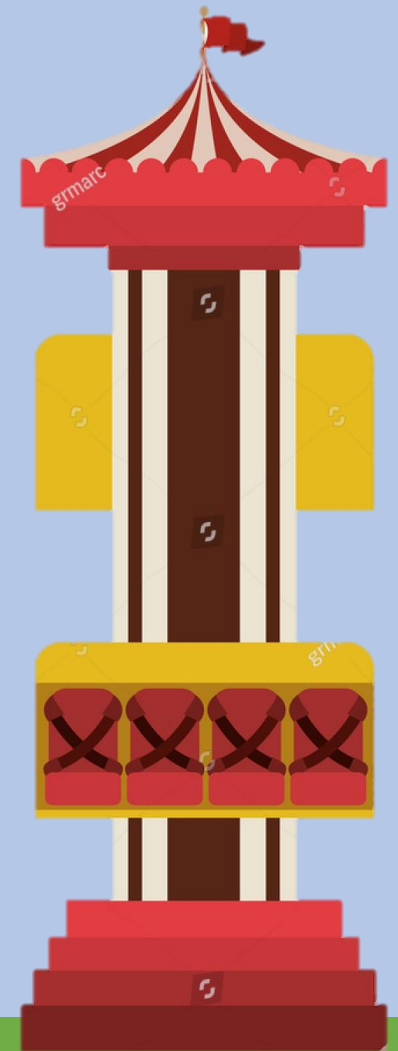
# Theme Parks



5 Activities that will focus on how to deliver the experiences and outcomes on:

- Electricity
- Forces
- Engineering





# Drop Zone

Use the materials provided to create a safe way for the cups to travel from the top to the base of the tube.

1. Your solution must have a soft landing but also be an exciting ride.
2. Both Lego characters must still be in cups at the end of the task

Experience and Outcomes  
*Science: SCN 1-07a/2-07a*  
*Technology: TCH 1-12a/2-12a*

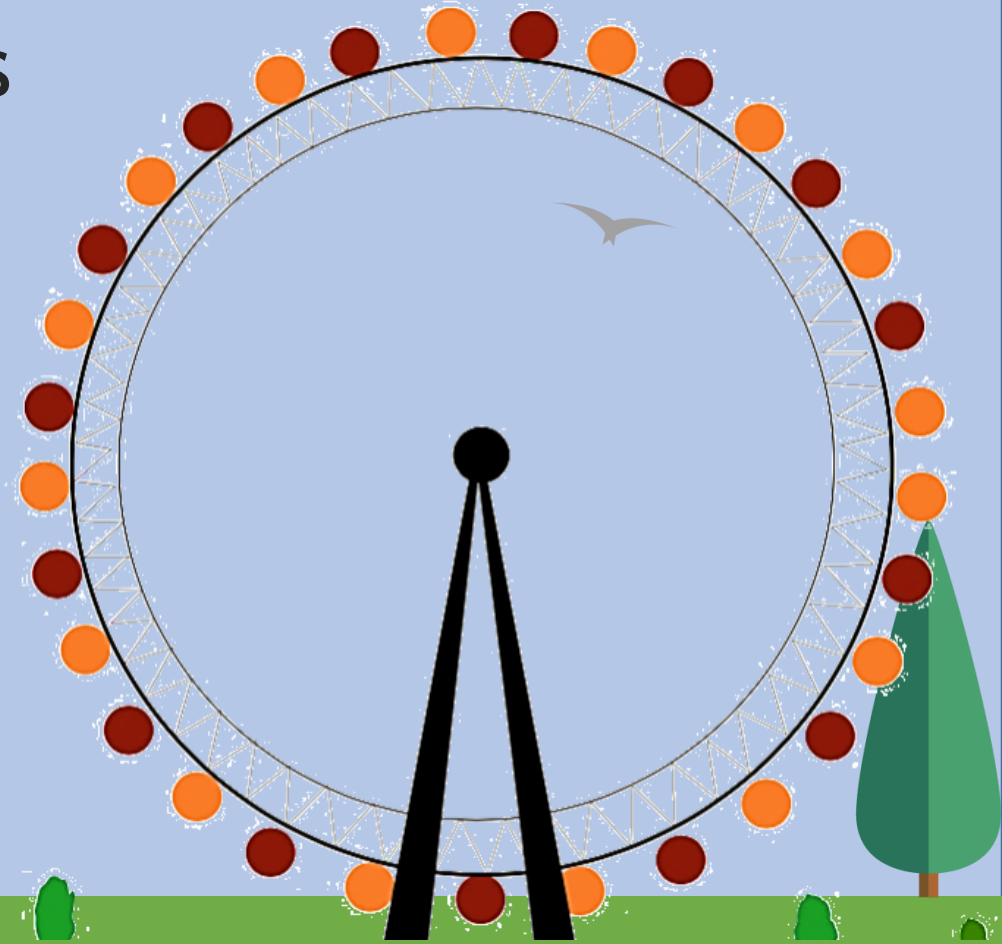


# Ferris Wheel



For this activity you are to work in pairs to create a basic circuit with a cell and a motor. You also need to build a structure for a Ferris Wheel.

It should be able to spin unaided when you are finished.



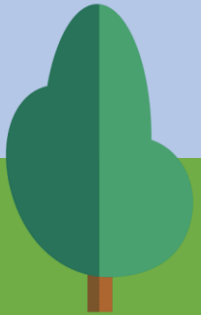
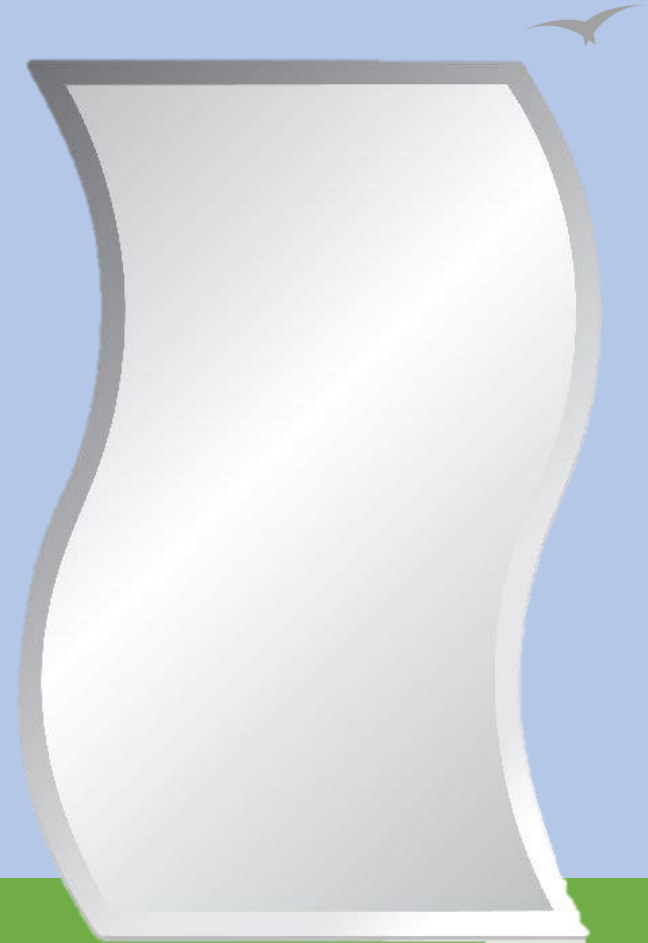


# House of Mirrors



Your task is to get the light from one end of the maze to the other. The maze will need to be filled with mirror.

This activity focuses on how light travels in straight lines



# Shadow Puppets

Using the the resources provided create your own shadow puppet in order to look at how light can effect the position, shape and size of a shadow.



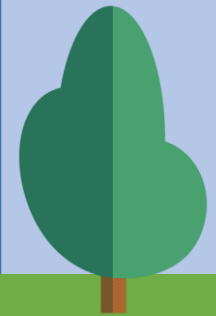




# Carnival Lights

For this activity you are to look at how to create basic circuits using a variety of cells. What cells work best and which do not?

Why do you think this is?



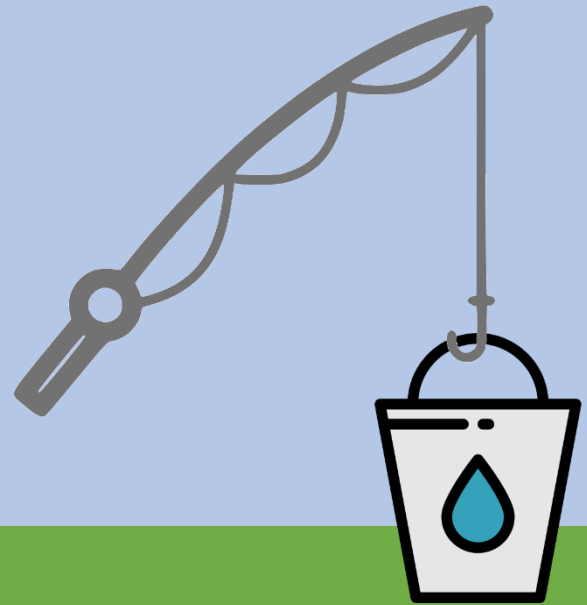
Experience and Outcomes  
*Science: SCN 2-10a*



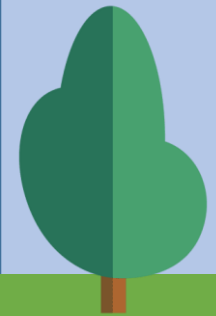
# Go Fishing



This task links with the 'Log Flume' activity and investigates what materials are magnetic and which are not. Use the wands to 'fish' in the tank. Take a look at what you catch and sort the fish into *magnetic* and *not magnetic*.



Experience and Outcomes  
*Science: SCN 1-08a*

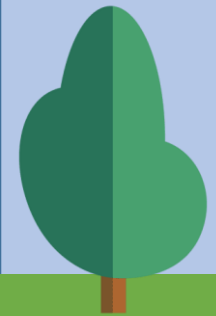




# Log Flume

The activity is about magnetic forces. Take one of the boats and fill it with some of the materials provided. Place it in the gutter and see if you can move it from one end to the other using only the magnetic wand.

Do some materials work better than others and why?



Experience and Outcomes

*Science: SCN 2-09a*

*Technology: TCH 1-10a/2-10a*



Evaluation

TICKET