<u>Pictou County Forest School - Primary Lesson Plans</u>

Physical Science: Movement Post-lesson activities

Activity: Movement Centres (outside) (45-60 minutes)

Overall Curriculum Outcome: Learners will test movement of objects

Specific Curriculum connections:

- Properties of objects determine movement
 - How can I determine attributes that affect the movement of an object?
 - How can I predict how an object will move?
- Properties of ramps impact movement
 - How can I change the way an object moves down a ramp (faster, farther, etc.)?
 - How can I design a fair test to assess my ramp?
 - How can I determine whether different surfaces affect the way an object travels down a ramp?

Materials:

- Various lengths of wood for ramps
- buckets/tubs for the water centre

Intro/Activation:

- Hold two objects in your hands (e.g., a feather and a pine cone) and ask the students to
 predict which object will fall to the ground first? Drop your objects and discuss the idea of
 attributes with the group and how this affects how things work in the world.
- Give students time and space to explore various objects around them (e.g., sticks, pinecones, branches, rocks) and invite them to bring their objects back to circle for a show and share. Adults facilitate a compare/contrast conversation about the found items (e.g., "this pine cone is light and flaky. This rock is heavy"
- Divide into three groups and rotate students through the various centres.

Ramp (off steps of main shelter)	Drop	Water
Ramps of various lengths and materials will be provided to use off of steps on the main shelter at base camp.	Students collect an assortment of items and bring them back to share with the group. Have conversations about the idea of attributes and have the group make predictions about	Students collect an assortment of items and bring them back to share with the group. Have conversations about the idea of attributes and have the group
Staff can introduce variables to push students' thinking in the following ways:	how the various objects will perform when dropped.	make predictions about how the various objects will perform when dropped into water.
 Covering various ramps with snow, mud, sand, wet/dry Changing the angles of the ramps Controlling the rolled items: pinecones vs rocks vs mud balls etc. 	For example: - Maple keys and acorns are both seeds but perform very differently when dropped - Feathers vs rocks - Birch bark vs hemlock bark Students pair up and test drop their	For example: - Feathers vs rocks - Sticks of various decomposition - Logs vs sticks
- Push vs non-push	items.	Students pair up and test drop

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	their items.