KIDS BUILD THEIR KNOWLEDGE AND SKILLS ABOUT THE WORLD THROUGH STEAM

Topic: Which is heavier?

Resources for each team: Instruction card 480 and the material to construct it; two 2x2 bricks; a set of wild animals: large and small pairs (elephant-elephant, giraffe-giraffe); activity card F-2-1; a red and blue pencil.

F-2

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Activities:

1. The teacher gives the instruction card together with the construction material to the teams and asks them to build the model.
2. The teacher asks the teams to find out whether the balance is accurate. The teacher asks how this can be done (the answer is to use the two 2x2 blocks). The teams check the accuracy of their balance.
3. The teacher asks the children to look at the hypothesis card. The teacher explains that a silhouette of a big fox means a big animal, and a silhouette of a small fox means a small animal.
4. The teacher asks the children to to indicate which animal they think is the heavier by circling, in blue in the column between the two animals on activity card F-2-1, the correct comparison sign,.
5. The teacher asks the children to test their hypothesis using the balance. Note: The two animals must be placed in the middle of the plate and face forward (see picture).
6. The teams mark, in red in the last column of the activity card, the sign that corresponds to the result of their experiment,
7. The teacher asks the teams to exchange animals. They mark on the activity card in blue their estimate about the weights of the second pair of animals. Then they carry out the experiment with them and record their result in red in the last column.
8. Then, guided by the teacher, the teams make a final exchange of animals and repeat the process of comparing them.
9. The teacher and children discusses the results of the experiments that they carried out. Together they reach the conclusion that the big animal is always heavier than the small one.