

SCIENCE AWARD TRUST[©]

Sample activities from the EXPLORER Badge activity card Suitable for Year 5

This card is not to be photocopied

Name: Class:

I agree to complete at least 8 activities from the FOUR categories

By:

Signed Pupil

Teacher:

Caregiver:

- You must complete at least **EIGHT** activities with one from each of the **FOUR** categories, with at least one being a **TECHNOLOGY** based task. (Technology tasks are marked with an *)
- You may be asked questions to check your understanding. When each activity is completed satisfactorily you will obtain your sticker.
- When you have completed all requirements, you will receive a badge.
- You will be expected to work on this project at home as time may not be available at school.

THE LIVING WORLD

1. Using a PET, Coke or similar bottle, grow a plant from seed to seedling. Measure, sketch and document its growth every two days.
2. Research, draw and describe 8 plants that have been used as medicines. Describe how these have been used to treat specific ailments. .
3. (a) Draw a detailed picture of an animal in its own environment,
(b) Draw a diagram to show your animal in a food chain.
4. Investigate a system in the human body (eg digestive system) that helps us stay alive. Make a model of that system and label the main parts.

PLANET EARTH AND BEYOND

1. Record the weather for 7 days at your home or school. Record the temperature and wind direction, at a specific time every day. Record the daily rainfall over each 24 hour period.
Compare your findings with weather maps in your area using newspapers or internet.
- 2.* Design and make a rain gauge from a plastic bottle and measure the daily rainfall over a 2 week period. Graph and interpret your findings.
3. Collect at least 15 different rocks. Classify them in any way you choose and record why you chose to classify them that way.

THE MATERIAL WORLD

1. Collect several different types of kitchen utensils. Predict which utensils will or will not float. Test your predictions. Display your results.

2. List the steps needed to change an ice cube into steam. Describe the apparatus you need to do this. Discuss your ideas with an adult. Carry out your method and report your results.
3. Investigate how you could make something useful out of old newspapers. List your ideas and demonstrate one of these by making it.
4. Find out what happens to bottles when they are recycled. Draw a flow diagram of the process.

THE PHYSICAL WORLD

- 1.* Design a dart for a specific purpose (eg distance, turning, load carrying). Predict its performance. Trial your dart. Record its performance, modify and continue this process until you reach its optimum (best) performance.
2. Construct a colour wheel to show primary and secondary colours.
- 3.* Using Lego/Technic, Lego or similar, design and create a bridge at least 30cm long that is strong enough to support 500g mass (eg a can of baked beans or block of butter, if you don't have weights) at its centre when spanning a 25cm gap between 2 desks.