



## Home Schooling Daily Plan

Year Group: 5

Date: 05.0.6.20.

### NO SCREEN FRIDAY!

As you know, water plays an important part in Kensuke's Kingdom. This morning choose some of these water based tasks to carry out. If you would like to photograph anything you do or discover, please email them to us.

1. Drop a single drop of food colouring into a glass of water. Don't stir or shake. Just watch what happens. (It's called diffusion.)
2. Use a medicine dropper to drop water onto a penny, one drop at a time. How many drops will the penny hold before the water spills? (The answer may surprise you!)
3. Try the same water experiments as #2 with water that has a little washing up liquid in it.
4. Try the same thing as #2 comparing the heads and tails.
5. A lump of clay sinks. Change its shape to make it float.
6. Simulate erosion by pouring water onto a "mountain" of sand or dirt. Experiment to find out whether some soils resist erosion better than others.
7. Make a boat from a margarine tub. Predict how many pennies it will hold before it sinks.
8. Float an apple in fresh water. (Then) Make it float higher by adding salt to the water.
9. An orange floats, but without its peel it sinks. Build an artificial peel that will enable an orange to float.
10. Does sound travel better through air or water? Experiment to find out.
11. Make a chart showing all the ways your family uses water.
12. Can water move uphill? Cut a strip of coffee filter paper or a paper towel. Hold the strip so the bottom barely touches the surface of the water. What happens? Build a tower of sugar cubes in a shallow dish, then add a little coloured water in the bottom. Watch the result.
13. "Paint" abstract watercolour pictures by floating some oil on the surface of water. Add drops of different food colours here and there. Place absorbent paper flat on the surface of the water, then lift.



14. Fill a glass about half full of water. Add salt and stir until you have dissolved as much salt in the water as possible. Colour the solution blue and chill overnight. The next day, colour some hot water yellow but add no salt. Tilt the container that holds the cold, blue water and gently pour the hot, yellow water down the side. The solutions won't mix. The yellow layer will float on top of the blue layer. (This happens because the cold, salty water is denser than the hot, fresh water).
15. Investigate the absorbency of different materials by cutting pieces all the same size, wetting each thoroughly, then measuring the amount of water you can squeeze out.
16. Hang swatches of different types of wet fabrics on the clothesline. Do some take longer to dry than others? Why?
17. Test foods to see which dissolve in water. Try cornstarch, sugar, butter and nutmeg.
18. Invent a way to keep a matchbox dry when immersed. Test various designs.
19. Prop a pocket mirror at an angle into a glass of water and set in a sunny windowsill (or shine a flashlight on it). Tilt the mirror until you find the angle that makes rainbows dance on the wall.
20. Get two glasses and two eggs. Pour water in the glasses. Pour salt into one glass and stir. Place an egg in each glass and watch what happens.

## **KEY STAGE 2 AFTERNOON PROJECT**

### **Week Beginning 1st June - Board Game Week!**

**This week, the afternoons are all about board games. The aim is to be creative and come up with your own boardgame. Each day there will be an activity to complete with the end goal of creating your own boardgame.**

#### **FRIDAY- Edit and Play**

**Play your game! Follow the rules you wrote to see if they are accurate and whether they would make sense to someone else.**



**Websites –**