

# Mechanisms: Flotation Device



## Early Learning Goals:

- 3-4:**
- Develop their own ideas and then decide which materials to use to express them.
  - Join different materials and explore different textures.
  - Talk about the differences between materials and changes they notice.
- Reception:**
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.

## Key Facts:

- Flotation devices are objects which can help keep other items on top of water without sinking.
- Mechanisms are ways to make things move.
- Materials and joining methods affect how well a mechanism works.

## Key Skills:

- To explore basic principles of floating and sinking.
- Investigate and group objects based on whether they can float to help decide what would make the best flotation device (hands-on experiments in water trays).
- Consider size, weight and shape when designing their flotation devices.
- Test their floating devices to establish whether they work or not (fit for purpose) and have discussions over what changes could be made to improve these.

## Possible experiences:

- Trip to a harbour.
- Boat races.



## Key Vocabulary

Float	To stay on top of a liquid.
Sink	Something which falls to the bottom of a liquid.
Size	How big or small something is.
Weight	How heavy something feels.
Shape	The outline of an area of a 3 or 2 dimensional shape.
Test	To check if something is correct or works.

## Linked Texts:

- Who Sank the Boat by Pamela Allen
- Lighthouse and the Little Boat by Katie Frawley