**Lesson Plan: Sink or Float: Fun with Science!** 

**Grade Level**: 5 years old and upwards

**Lesson Duration**: 30-40 minutes

**Subject**: Science (Physical Properties of Matter)

### **Lesson Objectives:**

By the end of the lesson, students will:

- 1. Understand the concept of density and how it affects whether an object sinks or floats in water.
- 2. Conduct a simple experiment to observe sinking and floating behavior.
- 3. Explore real-life examples, such as ships and other floating objects.

#### **Materials Needed:**

- Video Tutorial by DiscoverlifeSkills.com: Sink or Float: Fun with Science!
- A large bowl or tub of water
- A variety of objects for the experiment (coin, plastic bottle, rock, piece of wood, rubber ball, apple, sponge, etc.)
- · Chart or board to track predictions and results
- Towels for clean-up
- Printable "Sink or Float" prediction worksheet (optional)

# Introduction (5-7 minutes)

# 1. Start with a question:

Ask: "Have you ever noticed that some things, like a rock, sink in water, but other things, like a plastic bottle, float? Why do you think that happens?"

# 2. Introduce the Concept:

Explain that today, they are going to learn about a fun science experiment called "Sink or Float." This is all about something called density, which helps us understand why some objects sink while others float.

# Main Lesson (15 minutes)

#### 1. What is Density?:

- Explain that density is how much "stuff" is packed inside an object. If an object is heavy and packed with a lot of stuff, it sinks. If it's lighter and less packed, it floats.
- Example: Hold up a rock and a plastic bottle. Ask the class which one they think will sink and which one will float. Then explain that the rock is dense, so it sinks, while the plastic bottle is less dense, so it floats.

#### 2. Real-Life Examples:

- Explain that even though ships are very large and heavy, they are designed to spread their weight over a large area, making them less dense so they can float.
- Discussion: Ask students if they have seen a ship, boat, or other floating objects before. Let them share their experiences and thoughts on why they think ships don't sink.

# Interactive Activity: Sink or Float Experiment (10-15 minutes)

# **Step 1: Predict**

- Hand out a "Sink or Float" prediction worksheet (or draw a chart on the board). List the objects that will be tested (e.g., coin, piece of wood, rubber ball, apple, sponge, etc.).
- Ask students to predict whether each object will sink or float. Let them fill in their predictions on the worksheet.

#### Step 2: Test

 One by one, drop the objects into the bowl or tub of water. After each test, ask the students to observe what happens. Did the object sink or float?

#### **Step 3: Record Results**

 Have students record the actual results on their worksheet. Was their prediction correct? If not, what surprised them?

# **Discussion & Conclusion (5 minutes)**

#### 1. Recap:

- Review the results of the experiment with the class.
  Discuss why some objects floated and others sank.
- Explain that objects that float are less dense, while objects that sink are more dense.

#### 2. Reflection:

 Ask: "Why do you think a ship, even though it's heavy, doesn't sink in water?" Help them relate this back to the concept of density and how the weight of the ship is spread out.

# 3. Closing Thought:

Remind the class that the next time they go to the pool, lake, or even play with toys in the bathtub, they can think about why some things float and others sink. It's all about density!

#### Assessment:

- Observe student participation during the experiment.
- Ask students to explain in their own words why some objects sink and others float.
- Check their worksheets to see if they understood the concept and made accurate predictions.

# **Extension (Optional):**

- **Home Experiment**: Encourage students to try the "Sink or Float" experiment at home using different objects (e.g., a pencil, spoon, or toy).
- **Buoyancy Challenge**: Have students build small "boats" out of aluminum foil or paper, testing how many small objects (like coins) they can float before the boat sinks.