



Sink or Swim: Build a Raft for Jock Workshop Outline

N1-P3

Workshop Outline

Introduction (10 mins)

Students are introduced to Jock, the ship's cat, and a short discussion will follow, covering the role of a ship's cat and what makes a good boat.

Floating/Sinking Experiment (20 mins)

Students will be split into groups of 8 or less. One leader per group is the minimum requirement. If the lead teacher feels there is a need to make smaller groups, then please bring enough adults to do so.

Sorting – students will examine a selection of objects and decide which objects will float or sink.

Deciding – as a class, the results from all groups will be recorded on a group worksheet.

Testing – Class experiment to work out which objects do float or sink

Challenge – Make a Raft (30 mins)

Students will work with their group leaders to choose materials which they feel will be appropriate for constructing their rafts. One raft will be made per group. The class will come together at the end of the session to put their rafts to the test. Each group will be invited up to the demonstration area to explain how they made their raft. After all the groups have conducted the experiment, we will discuss as a class who has made the most successful design for carrying Jock across the river safely.

Self-led Mouse Hunt (45 mins)

After the workshop, students will be split into 3 groups with at least one adult group leader per group. Children will embark on a hunt around the ship to help Jock find all of the pesky mice!

