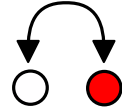
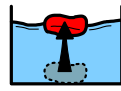


Sink

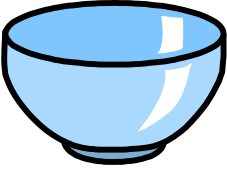
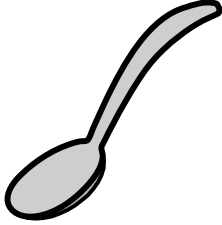

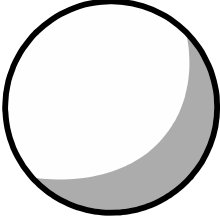
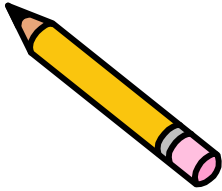
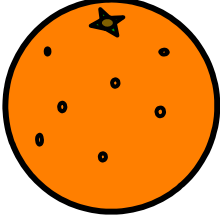
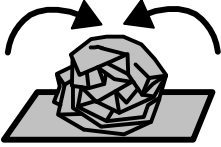
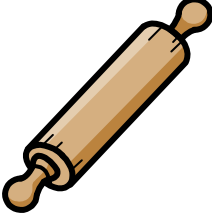
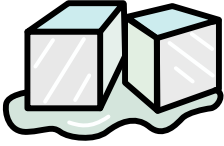

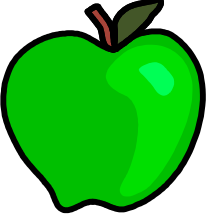


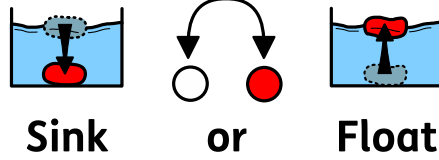
or



Float



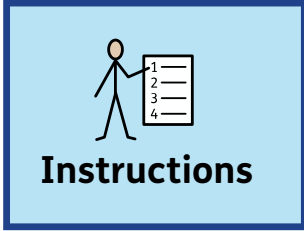
		
bowl of water	metal spoon	plastic spoon
		
ping pong ball	pencil	orange
		
tin foil ball	rolling pin	ice
		
penny	apple	



Sink

or

Float

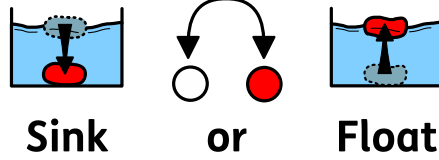


Which objects will sink and which will float?

Record your predictions in the table.

Next drop objects into the bowl and observe what happens.

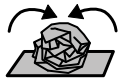
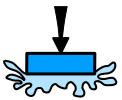
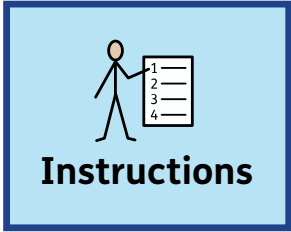
Record results of your experiments in the table.



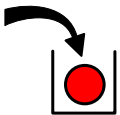
Sink

or

Float



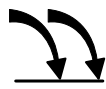
Squash the tin foil ball with the rolling pin.



Drop into



the water



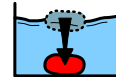
again.



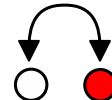
Does



it



sink



or



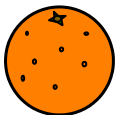
float?



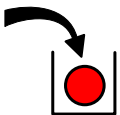
What has changed?



Peel



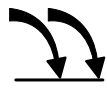
the orange.



Drop into



bowl

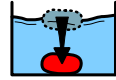


again.

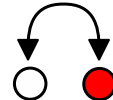


Does

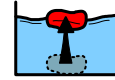
it



sink



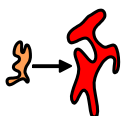
or



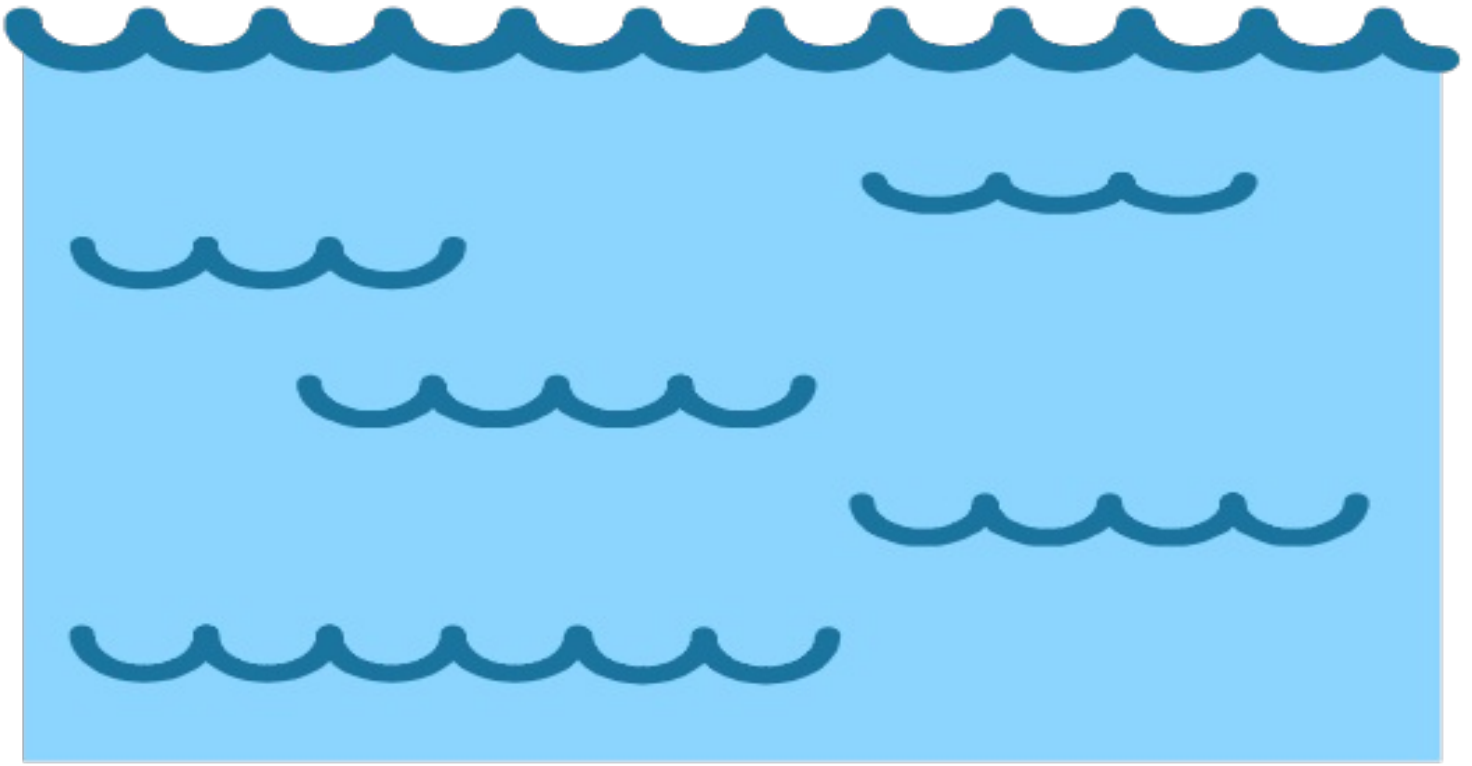
float?



What has changed?



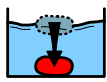
 Object	 Prediction  tick		 Results  tick		 Why?
	 sink	 float	 sink	 float	 write down  ideas
 ping pong ball					
 plastic spoon					
 metal spoon					
 pencil					
 penny					
 ice					
 apple					
 orange					
 peeled orange					
 tin foil ball					
 squashed foil					



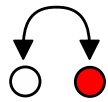
Will



the objects



sink



or



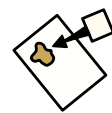
float?



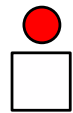
Cut

+

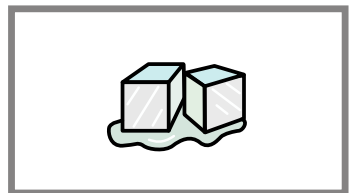
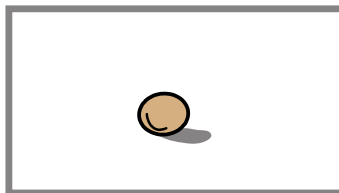
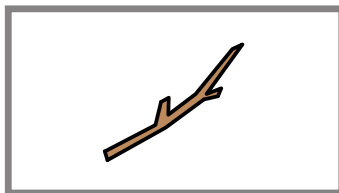
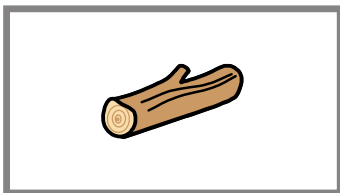
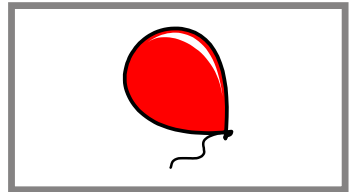
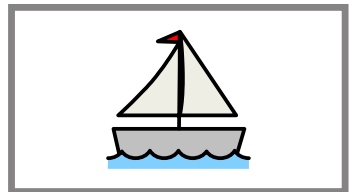
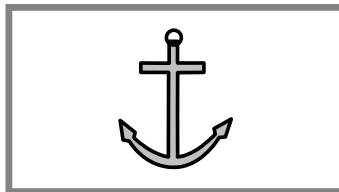
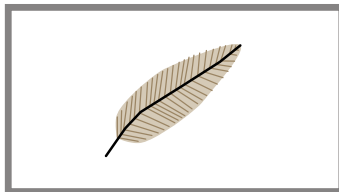
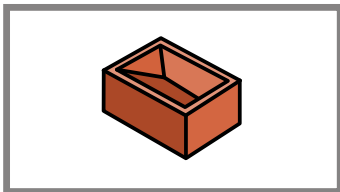
and

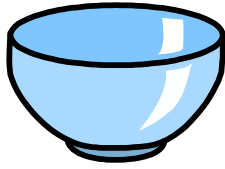


stick

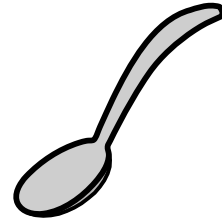


above





bowl water



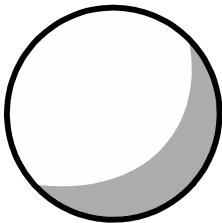
metal spoon



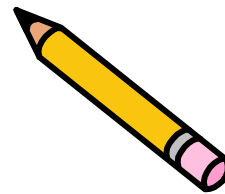
plastic spoon



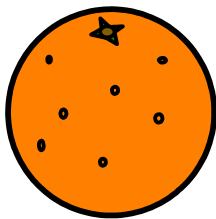
penny



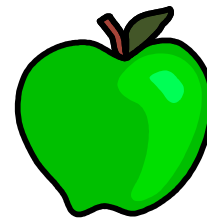
ping pong ball



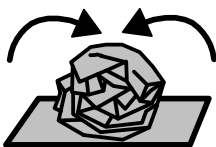
pencil



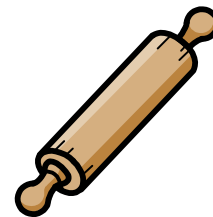
orange



apple



tin foil ball



rolling pin

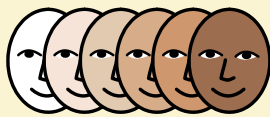


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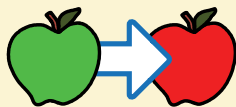
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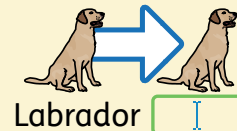
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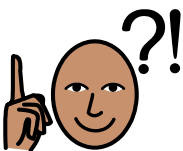
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