Foxglove's 'TOO COOL' for the heatwave HOME LEARNING



MICRO FIELDWORK SURVEY: "WHAT IS MY ENVIRONMENT LIKE?"

GO OUTSIDE BRIEFLY (OR LOOK FROM A WINDOW IF TOO HOT).
CREATE A SIMPLE SURVEY:

- SHADE VS SUN AREAS
- HARD VS SOFT SURFACES
- NATURAL VS MAN-MADE OBJECTS

RECORD:

- TALLY CHART OR LABELLED SKETCH MAP
- ADD A KEY AND NORTH ARROW

SCIENCE

BOAT ENGINEERING CHALLENGE (WATER PLAY!)

BUILD A BOAT USING RECYCLED MATERIALS.
TEST IN SINK/BATH/PADDLING POOL:
HOW MANY COINS CAN IT HOLD BEFORE SINKING?

EXTENSION:

WHAT DESIGN CHANGES IMPROVED IT?
WAS IT ABOUT SHAPE, MATERIAL OR BALANCE?

SCIENCE

ICE INVESTIGATION: "WHAT MAKES ICE MELT FASTEST?"

PUT AN ICE CUBE IN A BOWL AND TEST DIFFERENT CONDITIONS:

- SUN VS SHADE
- WRAPPED IN CLOTH
- WARM WATER VS COLD WATER
- SALT SPRINKLED ON ICE

CHALLENGE:

- CHANGE ONE VARIABLE ONLY (FAIR TEST)
- TIME HOW LONG IT TAKES TO MELT
- RECORD RESULTS IN A TABLE

WRITE-UP:

- PREDICTION
- METHOD
- RESULTS
- CONCLUSION: "THE FASTEST CONDITION WAS... BECAUSE..."



CHILCOMPTON COAL MINING – "LIFE UNDERGROUND"

CREATE A SIMPLE "MINE ENVIRONMENT" INDOORS USING CUSHIONS/BLANKETS/BOXES.

TASK:

WRITE A FIRST-PERSON DIARY ENTRY AS A CHILD MINER:

- WHAT IS THE WORKING ENVIRONMENT LIKE?
- WHAT TOOLS ARE USED?
- WHAT DANGERS MIGHT THERE BE?
- HOW DO YOU FEEL?

CHALLENGE:

INCLUDE:

- HISTORICAL VOCABULARY (COAL SEAM, SHAFT, CART, TUNNEL)
- EMOTIVE LANGUAGE

DESIGN TECHNOLOGY

SCIENCE

"NATURAL SPORTS DRINK" CHALLENGE:

DESIGN A DRINK FOR A MINER OR EXPLORER WORKING IN HEAT.

MUST INCLUDE:

- HYDRATION (WATER BASE)
- ENERGY SOURCE (FRUIT/SUGAR)
- COOLING ELEMENT (ICE, MINT, CITRUS)

YOU MUST:

- NAME YOUR DRINK
- EXPLAIN WHY IT HELPS SOMEONE WORKING IN HEAT
- DESIGN A LABEL (LIKE A PRODUCT)



"COAL AS ART" – MATERIAL TRANSFORMATION PIECE

START WITH A COMPLETELY DARK PAGE, THEN SCRATCH OR RUB PARTS AWAY TO REVEAL A HIDDEN PICTURE UNDERNEATH. MAKE A DARK PAGE (THE "COAL"). COVER A WHOLE PAGE USING PENCIL (SHADE REALLY HARD), OR CHARCOAL, OR A BLACK CRAYON. THE AIM IS: NO WHITE LEFT SHOWING. THIS REPRESENTS THE COAL UNDERGROUND.

THEN CREATE TEXTURE (OPTIONAL BUT NICE)

NOW THE FUN PART:

USE SOMETHING LIKE:

1. RUBBER (ERASER)
2. PAPERCLIP OR TOOTHPICK

SCRATCH OR RUB AWAY PARTS OF THE BLACK
THIS REVEALS LIGHTER AREAS UNDERNEATH AND GRADUALLY SHOWS A PICTURE.
THE HIDDEN IMAGE YOU REVEAL,
CHOOSE ONE IDEA, LIKE:

- A MINER UNDERGROUND
- A TUNNEL
- A LAMP IN THE DARK