

PIRATES- FLOATING AND SINKING

Learning Level Early (aged 3 years to P1)
Time 1.5 to 2 hours

Pirates – Floating and Sinking programme leads the class through an exciting underwater world, discovering hundreds of different animals and then exploring a variety of materials to determine which makes the most suitable boat for a pirate sinker. Children will take part in a guided tour, a pirate themed trail, and get hands on with some hardy seashore critters. The class will finally settle down for an interactive pirate themed floating and sinking workshop, against the impressive backdrop of the aquarium's kelp reef.

Activities

A guided tour of the aquarium
Handling live marine animals
Interactive pirate themed floating and sinking workshop

Concepts

The marine environment can be explored using our senses.
Plants and animals are living things which are treated with respect and care.
Living things have features that make them unique and allow them to be identified.
Living things change throughout their lifetime and differ in the ways they grow, develop and reproduce.
Living things in the sea are dependent on each other for survival.
Different materials behave differently and can be used in different ways based on their properties.

Curriculum Links:

Early

Through creative play, I explore different materials and can share my reasoning for selecting materials for different purposes. SCN 0-15a

Through everyday experiences and play with a variety of toys and other objects, I can recognise simple types of forces and describe their effects. SCN 0-07a

I am learning where living things come from and about how they grow, develop and are nurtured. HWB 0-50a

I explore and discover the interesting features of my local environment to develop an awareness of the world around me. SOC 0.07a

I explore and appreciate the wonder of nature within different environments and have played a part in caring for the environment. SOC 0.08a

As I listen and talk in different situations, I am learning to take turns and am developing my awareness of when to talk and when to listen. LIT 0-02a/ ENG 0-03a