

Y1&2 – Lesson Plan 3

Will an egg crack or bounce?

Aim: To understand how using a liquid (eg, vinegar) can affect the structure of a solid object (eg, an egg) To understand how a seemingly certain object (a boiled egg) can be changed due to chemical reaction.	Key Words: <ul style="list-style-type: none"> • vinegar • structure • strength • change 	Preparation: <ul style="list-style-type: none"> • boiled eggs • white vinegar • food colouring (optional) • bowl • cling film
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Prior Learning: children will have learnt how boiling an egg will cause it to become a solid.

WC / PT	<u>Warm-up:</u> Discuss the origins of eggs. Children in the class may have experience of collecting fresh eggs from a home coup. What do we already know about eggs? Where do they come from? Are they a natural or a man-made material? What recipes are eggs used in?	0-5 mins
WC / PT	<u>Main Teach:</u> Have a class discussion about the following question: how do materials change when they are placed in water? Children may think about their skin after having a long bath or rice that begins as a dry, hard object but becomes a wet, soft object. Create a class list of how water can affect different solid objects.	10-15 mins
I / S	<u>Activity:</u> <ul style="list-style-type: none"> • Place the boiled egg in the bowl. • If you would like the finished egg to be coloured, add a few drops of food colouring to the vinegar. • Cover the boiled egg with vinegar and cover the bowl with cling film. • Leave for 3-5 days. • After 3 days, remove the egg from the bowl and rinse the shell off the egg under a gently running tap. 	30-40 mins
I	<u>Extension Challenge:</u> Children are to carry out a range of experiments where different solid objects are left for 3-5 days in water. What happened to the solid objects? Did their structure change?	0-15 mins
WC	<u>Plenary:</u> Will an egg crack or bounce? Perhaps this question will have different answers in different situations.	5 mins

WC – Whole Class

PT – Partner Talk

I – Independent

S – Support

Challenge A	Set up a sequence of linked events so that an initial movement in your creation leads to another and then another.
Challenge B	Design and make a desktop organiser.