

45 min
Science
Workshop



Ages
3-8

Learn-Through-Play Workshop

This OKIDO downloadable workshop is designed for families and can be easily delivered in the home by YOU. It is designed in collaboration with the British Science Association and follows learning to facilitate Early Years and KS1 development using easy-to-find objects from around the home.

This 45 minute learn-through-play workshop includes:

- Watch an episode of Messy goes to OKIDO together
- Discuss the science with easy-to-follow pointers around the subject
- Complete a make-and-do science activity
- Reinforce the learning with a fun, follow-up worksheet

Theme - **Space and the sky**
Subject - **Rockets**

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STRAW

ROCKETS



Watch and learn together

Together with your child, watch this 10-minute episode of Messy goes to OKIDO - 'Comets'. [Link to Comet episode](#)

In this episode Messy Monster is getting ready to go to bed when he looks up and wonders what all the bright lights are in the sky. So off he goes to OKIDO to see if he can get some help.

Here, we learn all about the solar system and explain the difference between a planet, a star and a **comet** and describe all the things that make up our **solar system**. A comet is falling towards OKIDO which Messy must stop before bedtime!

Talk about the science

Right after watching, ask your child some questions about what they've seen:

- How did the team get up into space?
- What mode of transport did they use?
- What's the name of the object that is falling towards OKIDO?

Now introduce some more terms about space that were discussed in the episode:

- **Orbit** - the movement around a central object like our planet and the sun.
- Countdown - count backwards from 10 then jump in the air for zero / blast off!

If your child asks a question that you don't know the answer to - just investigate together to find out!



Don't worry - all the information you need to know is explained in the episode :)

New words: Comet, orbit, solar system



Now make some paper rockets to launch

You will need:

- Paper or thin card
- Glue or paper tape
- A paper straw
- Pens and tissue paper to decorate - optional

First, teach your child how to roll a piece of paper carefully around a pencil by rolling on a flat surface. This will engage their motor skills and is a **life skill** that could help with infinite building and baking scenarios.

- Tape a piece of paper, around 10 cm long, roll into a tube
- Make sure that it will fit around the straw
- Flatten one end and tape tightly closed either flat or make a pointy rocket snout
- Decorate with optional drawings, patterns, tissue paper flame streamers, wings etc

Pop the open end of the rocket tube onto the straw, point forwards and upwards and blow hard to launch.

Experimenting and data collecting

You can experiment with:

- Different sizes of rockets
- Different launching methods - what happens if you use two or three straws?
- Different additions - wings, tails etc

You can make a 'launch pad' by securely taping a piece of firm tubing to the top of a large plastic bottle. Make sure the rocket tubes can fit somewhat snugly over the tube then SQUEEZE really fast and hard and see how far the rockets go.

If you have a tape measure, try measuring each different launch attempt and collect the data by making a note of it in a notebook - how about creating a science notebook for them - or on a piece of paper.

You can string up all the rockets from the ceiling afterwards to make a great decoration.

Try and use paper tapes so that once finished with, the rockets can be recycled easily and always use a paper straw.

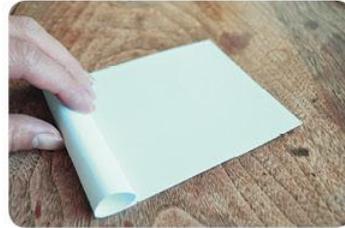
Rocket launch!

Let's make some whooshing rockets and discover how things are propelled by air pressure.

You will need: sticky tape, strips of paper, straws and colouring pens.



Gather together all the things you will need.



Roll a piece of paper into a tube.



Use the sticky tape to hold it together.



Close one end by folding it over and taping it.



Decorate your rocket using the colouring pens.



Put the straw in the open end of the rocket and blow to launch.

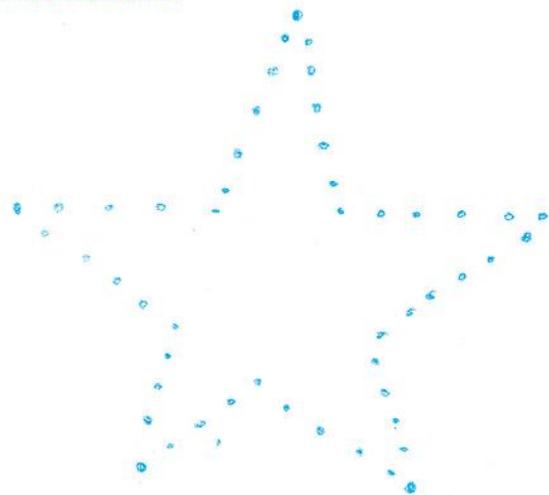
See how far you can make your rocket go!



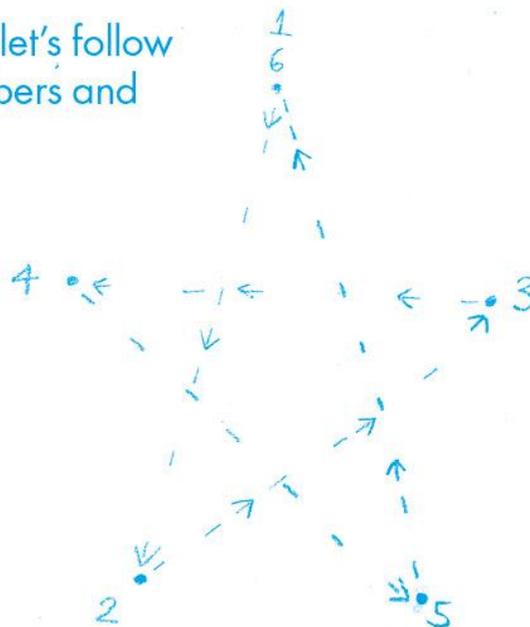
STRAW
ROCKETS

How to draw a star!

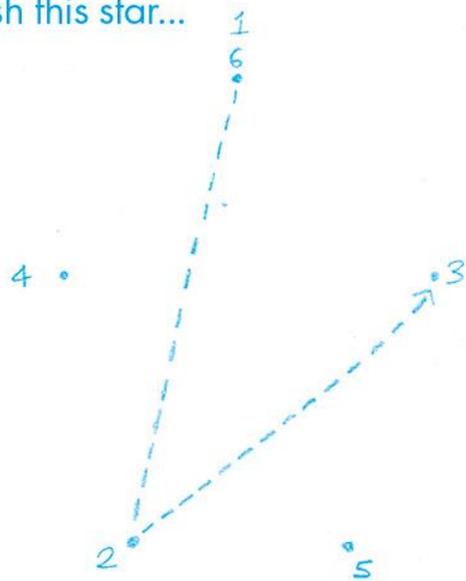
1. First, let's trace around this star



2. Now let's follow the numbers and arrows



3. See if you can finish this star...

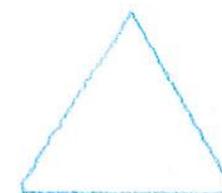


4. Now try to draw a star by yourself

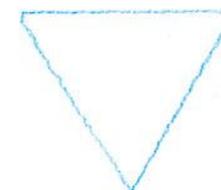


Here's another way to draw a star. This one has 6 points

1.



2.



3.

