

Make Time for Science

SUMMARY

Even teachers with no time to spare can integrate science experiences into their literacy and mathematics lesson plans.

AUDIENCE

All educators in grades K – 12

WHY USE HANDS-ON SCIENCE ACTIVITIES?

RAFT offers hundreds of hands-on science activities for students of all ages and skill levels. These activities touch on every K-12 science standard. Not only do RAFT activities connect to the science curriculum, they create opportunities for students to:

- Build vocabulary
- Read, write, and present science information
- Apply mathematical principles to real-life experiences
- Improve critical thinking and analysis skills

As a result, even teachers with no time to spare can integrate science experiences into their literacy and mathematics lesson plans. Since RAFT activities require very little prep and clean-up time, they make teaching science easy!

RAFT HANDS-ON SCIENCE ACTIVITIES CONNECT WITH OTHER DISCIPLINES

Many RAFT science activities include wonderful links to LANGUAGE ARTS STANDARDS. Here are three examples:

- [Dinosaur Name Game](#)
- [Journaling Your Trash](#)
- [A Model Apple](#)

Almost all RAFT science kits mesh seamlessly with MATH STANDARDS. Some kits in this category are:

- [Salmon You Can Count On](#)
- [Roller Coaster Math](#)
- [Ample Samples](#)

Some RAFT kits address standards in SCIENCE, MATH, LITERACY, ART and MORE – all at the same time!

- [Anamorphic Art](#)
- [Animated Flip Books](#)
- [Thinking Like a Real Survivor](#)
- [Tongue Depressor Harmonica](#)

WAYS TO INTRODUCE SCIENCE INTO ANY LEARNING ACTIVITY

- Start by presenting science vocabulary on a word wall
- Activate prior science knowledge using a KWL chart (Know, Want to Learn)
- Practice gradual release (I do/ We do/ You do)
- Start with simple rules first and more challenge over time
- Help students learn from each other by assigning roles and tasks

WAYS TO WRAP UP SCIENCE ACTIVITIES

After doing a hands-on science activity, it is important to spend a few minutes to wrap up, de-brief, and reflect on what was learned. This includes talking about the strategies and processes scientists use, as well as science facts. Some techniques to use:

- Chart group findings or data and use grade-level math to analyze/interpret the results together
- Create a “Vocabulary Wall” that includes real science artifacts taped to it
- Write in a science journal
- Think/Pair/Share to get students engaged and talking
- Give students a chance to share strategies in groups

QUICK PROJECT IDEAS

Only have 5 minutes? These easy and quick activities will fit into the tightest schedule and still get students of any age and skill level excited about hands-on science:

- [Colors of Light](#)
- [Car on a Roll](#)
- [Puff Rocket](#)
- [Mini Magnet Wands](#)

There's always time for science!

The Idea Sheets listed above can all be downloaded at no cost at www.raft.net.

RELATED RESOURCES

See the following Tip Sheets at <http://www.raftbayarea.org/tip-sheets>:

Stress-Free, High-Impact Science Fairs
Making the Most of Hands-on Math Activities
Connect Learning to the Real World