RAFT IDEAS

Topics: Lab Skills, Counting, Timed Challenges

Materials List
- ✓ Disposable pipettes
- ✓ Clear trays with numerous wells
- ✓ Plain white paper
- ✓ Plastic cups
- ✓ Water (with color, if desired)
- ✓ 1-minute timer or clock/watch with a second hand
- ✓ Paper towels

This activity can be used to support the teaching of:
- Hand-eye coordination (Pre-k – Primary)
- Counting (Common Core Math Standards: Grade K, Counting & Cardinality, 1, 4, 5, 6)
- Observing Patterns (Common Core Math Standards: Grade 1, Measurement and Data, 4.1),
- Partition a rectangle into rows & columns (Common Core Math Standards: Grade 2, Geometry, 2)
- Science & Engineering Practices (Next Generation Science Standards: Grades K-3)

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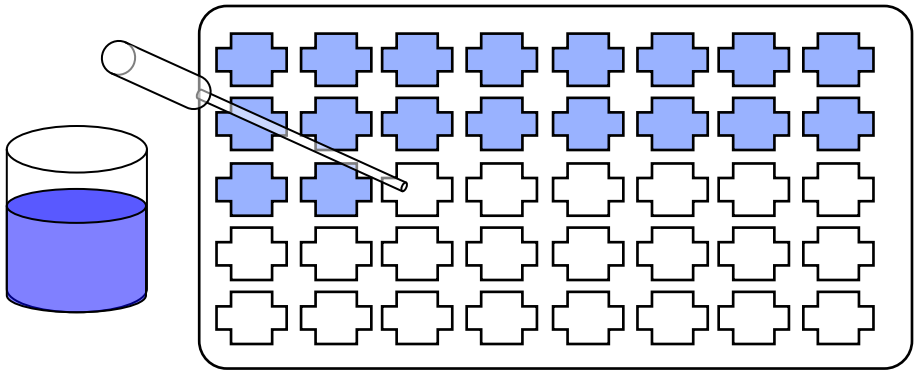
Flash Splash

How Fast Can You Fill a Row?



Students can race against each other, themselves, or the clock to see how many wells they can fill!

Before the Activity

1. Create each station by placing a clear tray onto white paper and setting out a cup with water. Have paper towels available.
2. Remind students how to use a pipette:
   - ✓ Draw water by squeezing the bulb and then releasing it while the pipette tip is submerged.
   - ✓ Empty pipette contents by slowly squeezing the bulb while the tip is over the desired target.

Playing the Game (for any number of players – 3 to 6 optimal)

(Teacher suggestion: Allow students to practice using the materials before playing the game.)

1. Each player fills as many tray wells as they can in 1 minute. Players can either take turns at the same station or all play at the same time with multiple stations.
2. The player that filled the most compartments wins the game (or round if playing multiple rounds).

Alternate play:
- ✓ Instead of competing during a timed period, play the game as a race: the first player to fill a row (or 2 rows, 3 rows, the whole tray) is the winner.
- ✓ Students can compete against themselves and play 3 times, trying to improve on their scores each time.

The Content Behind the Activity

Flash Splash provides a social opportunity to practice math skills, hand-eye coordination, hand strength, and lab skills. In lieu of having a "winner", comparing and discussing the students' results provides an opportunity for teachers to reinforce numbers and counting, as well as serving as a springboard for basic addition and bar graphing.

Taking it Further

For other investigations that use the same materials, see the RAFT Idea Sheet ***Color Array in a Tray***.

Web Resources (Visit www.raft.net/raft-idea?isid=158 for more resources!)

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