**Mixtures Game**

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| **Program:** | Backyard Science |
| **Year Level:** | Year 3 to Year 4 |
| **Curriculum Study Areas:** | Science |
| **Themes/Topics:** | The changes that occur when two or more substances are mixed. |
| **Description:** | This activity is part of the **Backyard Science Teaching Resource** (DVD-ROM), and designed to introduce the students to Kahootz by setting a relatively simple but challenging and interesting task. |
| **Resources:** |  |

**Lesson plan:**

In pairs, the students devise a quiz for testing their knowledge of combining mixtures and their reactive characteristics. It could be related to the content topics of the unit "Investigating mixtures". Or, it could be questions to test a student's prior knowledge. Each pair should plan what content or questions they want to use and then story broad how they will illustrate the chosen topic. A "Kahootz Planner" (developed at the school) could be used to plan each scene in some detail. The students are asked to create their Xpressions, and present each one to their classmates and the younger students.

**Involvement for Xpression Participant**

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|  | * Develop skills on how to use Kahootz tools. |
|  | * Create a storyboard of 3-4 scenes showing knowledge of Energy. |
|  | * Choose scenes appropriate for task. |
|  | * Swatching, cloning, resizing, grouping objects and timing of keypointing. |
|  | * Use of notepad to insert text. |
|  | * Save Xpressions in own student folders and on school intranet for display. |

**Each participant needs to:**

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|  | * Complete research about energy. |
|  | * Record various forms of energy produced at home in a homework task. |
|  | * Plan, share ideas and share time on computers in classroom. |
|  | * Demonstrate creativity in producing scenes. |
|  | * Present and explain expressions to another class. |
|  | * Complete assessment rubric. |

**Learning Outcomes for Student Creator**

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|  | * Understand that energy is continually transformed and moving. |
|  | * Explain key understandings of Energy. |
|  | * Learn specific skills in using the Kahootz program. |
|  | * Create realistic scenes of household energy transformations. |
|  | * Experiment with various types of animation. |

**Collaborative Potential**

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|  | * Share Xpressions with other classes during presentations. |
|  | * Assessment of each other's Xpressions. |
|  | * Explain to parents in student lead conferences. |
|  | * Save on school intranet or website. |