



## Does it Float?



### PLAN

- Playing with water and sand can get messy. Plan how you will clean up after the Adventure.
- Choose objects that will sink or float. Examples include marbles, pieces of wood or small toys. Objects should not have any electrical components.

### DO

#### Activity #1: Does it sink or float?

- Prompt Beaver Scouts to share why they think one object will float while another will sink.
- If Beavers want to change their predictions, ask them to explain why. What did they notice that is making them change their minds?
- Objects with densities greater than the density of water will sink and objects with densities less than that of water will float.

#### Activity #2: Make it float

- By changing the amount of sand in the bottle, Beavers can change the density of the bottle.

- By adding the right amount of sand, the bottle will go down under the surface without sinking to the bottom. Changing the amount of sand in the bottle changes the mass of the bottle, without changing the volume, and thus changes the density and buoyancy of the bottle.

#### Activity #3: Make an ocean in a bottle

- Explain to Beavers that just like solids, liquids can also have different densities and some might stay on top of others.
- Help Beavers fill their bottles carefully.

### REVIEW

- You can use a tall glass to build a temporary density bottle to show what happens when you add other liquids or objects. For example, pasta will sink in oil and water, but float on syrup.

