

# EYFS Expressive Art and Design – (DT) Boats

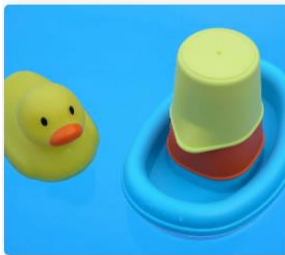


## Lesson 1: Waterproof materials

Pupils investigate and learn about waterproof materials. They conduct a test in groups and observe what happens when they pour water through various samples before reporting back to the class what they discovered.

### Learning Objective

To understand what waterproof means and to test whether materials are waterproof.



## Lesson 2: Floating and sinking

Pupils investigate and learn about what floating and sinking means. They make predictions about whether an object will float or sink before they test their ideas as part of an experiment to see what will happen.

### Learning Objective

To test and make predictions for which materials float or sink.



## Lesson 3: Boats

Reflecting on their experiences with boats and learning about how boats and ships are used.

### Learning Objective

To compare the uses of boats.



## Lesson 4: Investigating boats

The children continue to look at boats and ships, but with a particular focus on their shape and how they move through the water. They explore and play with various boats and containers to determine which shapes work best.

### Learning Objective

To investigate how the shape and structure of boats affects the way they move.



## Lesson 5: Designing boats

Applying what they have learnt through lessons one to four, the children discuss what would make a successful boat. They sketch, and discuss with their peers, their design ideas for their own boats.

### Learning Objective

To design a boat.



## Lesson 6: Creating and testing boats

Pupils build the boat models they designed in lesson five. They test and evaluate their boats on the water, with increasing cargo and reflect on what could have been improved about the design.

### Learning Objective

To create a boat based upon their own design.