



Session 2	Print	Kit	Source
Lesson: Mixing Chemicals	1C.S2.1 Teacher Instructions	Nil	<ul style="list-style-type: none"> Newspaper and plastic bags to dispose of containers at the end of the activity Several backpack sprayers (or something similar if available), or buckets (one per group) Glue Unlabelled bottles to make simulated poison bottles more than 100mL (one per group) <p>Your school's science area may be able to assist you in lending plastic bottles (check that they don't mind you attaching labels). Alternatively, use a non-food bottle thoroughly rinsed out, such as a detergent bottle. (Preferably not cordial as students may be tempted to drink it and this would not model appropriate behaviour in this context)</p> <ul style="list-style-type: none"> Three pieces of butchers paper or A3 paper Water and food colouring (blue is recommended) A selection of measuring containers with various amounts (up to 100 mL) and graduations to enable measurement to the nearest 10 mL or smaller. Plastic disposable gloves
	1C.S2.2 Poison Labels		
	1C.S2.3 Worksheet		
	1C.S2.4 Extension Activity Worksheet		
Session 3	Print	Kit	Source
Activity: Place Value	1C.S3.A1.1 Teacher Instructions	Nil	<ul style="list-style-type: none"> iPads, with Place Value installed
	1C.S3.A1.2 Worksheet (one per student)		
Activity: Montessori Place Value	1C.S3.A2 Teacher Instructions	Nil	<ul style="list-style-type: none"> iPads with Montessori Place Value app installed Projector, for demonstration
Activity: Measuring Liquids	1C.S3.A3.1 Teacher Instructions	Nil	<ul style="list-style-type: none"> Internet Access
Activity: Wishball (Scootle)	1C.S3.A4 Teacher Instructions	Nil	<ul style="list-style-type: none"> Computers (note that this game is not compatible with Apple iPad) An active Internet connection



Activity: Measuring Liquids	1C.S3.A5 Worksheet	Nil	Nil
Game: Help Me	1C.S3.G1.1 Teacher Instructions	Nil	<ul style="list-style-type: none"> A way to keep score. This could be done on scrap paper, or on the whiteboard.
	1C.S3.G1.2 Transmission Cards		
Game: Croc Attack	1C.S3.G2.1 Teacher Instructions		<ul style="list-style-type: none"> Laminator and A4 laminator pouches One x non-permanent/white board marker per player Cloth or tissues for wiping non-permanent marker off the laminated sheets
	1C.S3.G2.2 Three x 10 sided dice (a template and instructions are provided to make your own if needed)		
	1C.S3.G2.3 and 1C.S3.G2.4 Colour copies of Croc Attack Place Value Card Templates (V.1 or V.2.)		
	1C.S3.G2.5 1 x copy of the Croc Attack Score Card (lamine for re-use)		
Overview	1C.S3 Teacher Instructions	Nil	Nil