



Session 2	Print	Kit	Source
Lesson: Mixing Chemicals	1C.S2.1 Teacher Instructions	Nil	<ul style="list-style-type: none"> <li>Newspaper and plastic bags to dispose of containers at the end of the activity</li> <li>Several backpack sprayers (or something similar if available), or buckets (one per group)</li> <li>Glue</li> <li>Unlabelled bottles to make simulated poison bottles more than 100mL (one per group)</li> </ul> <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"> <li>Three pieces of butchers paper or A3 paper</li> <li>Water and food colouring (blue is recommended)</li> <li>A selection of measuring containers with various amounts (up to 100 mL) and graduations to enable measurement to the nearest 10 mL or smaller.</li> <li>Plastic disposable gloves</li> </ul>
	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"> <li>iPads, with Place Value installed</li> </ul>
	1C.S3.A1.2 Worksheet (one per student)		
Activity: Montessori Place Value	1C.S3.A2 Teacher Instructions	Nil	<ul style="list-style-type: none"> <li>iPads with Montessori Place Value app installed</li> <li>Projector, for demonstration</li> </ul>
Activity: Measuring Liquids	1C.S3.A3.1 Teacher Instructions	Nil	<ul style="list-style-type: none"> <li>Internet Access</li> </ul>
Activity: Wishball (Scootle)	1C.S3.A4 Teacher Instructions	Nil	<ul style="list-style-type: none"> <li>Computers (note that this game is not compatible with Apple iPad)</li> <li>An active Internet connection</li> </ul>



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"> <li>A way to keep score. This could be done on scrap paper, or on the whiteboard.</li> </ul>
	1C.S3.G1.2 Transmission Cards		
Game: Croc Attack	1C.S3.G2.1 Teacher Instructions		<ul style="list-style-type: none"> <li>Laminator and A4 laminator pouches</li> <li>One x non-permanent/white board marker per player</li> <li>Cloth or tissues for wiping non-permanent marker off the laminated sheets</li> </ul>
	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