

We Are Learning To:

Use describing words to talk about what we can see and feel.

Measure using cubes.

Count using touch.

Draw a still life picture.

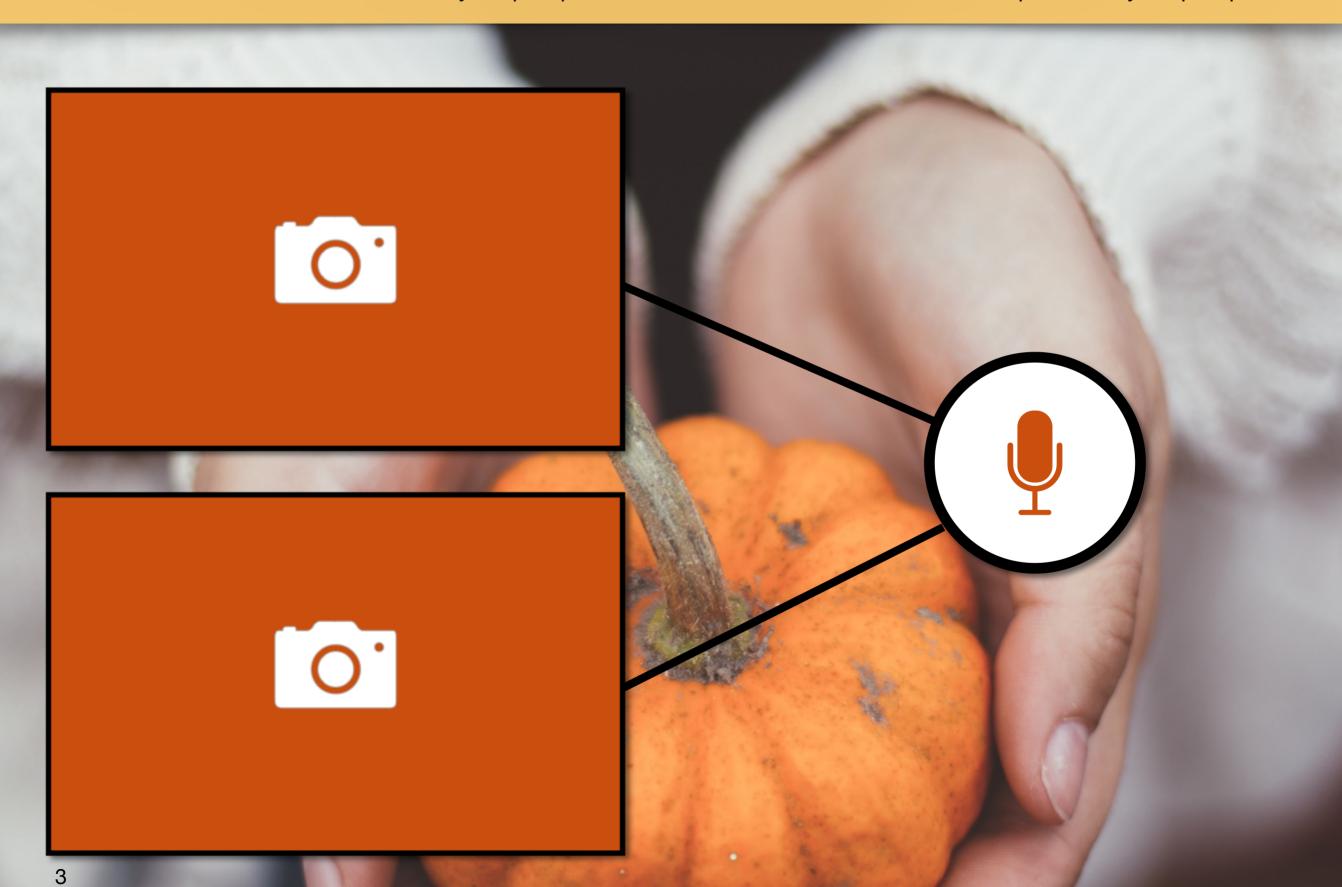
Explore floating and sinking.

Use AR to label an object.



Describe Your Pumpkin

Record some words to describe what your pumpkin looks like and how it feels. Add some photos of your pumpkin.



Pumpkin Measuring

Choose a unit to measure with - cubes might be a nice choice. First, guess how many units high your pumpkin is. Then measure it and compare it with your guess. Replace the pumpkin photo with your own photo, showing the measuring units beside your pumpkin.

My Guess:

Actual Height:



Count the Ribs

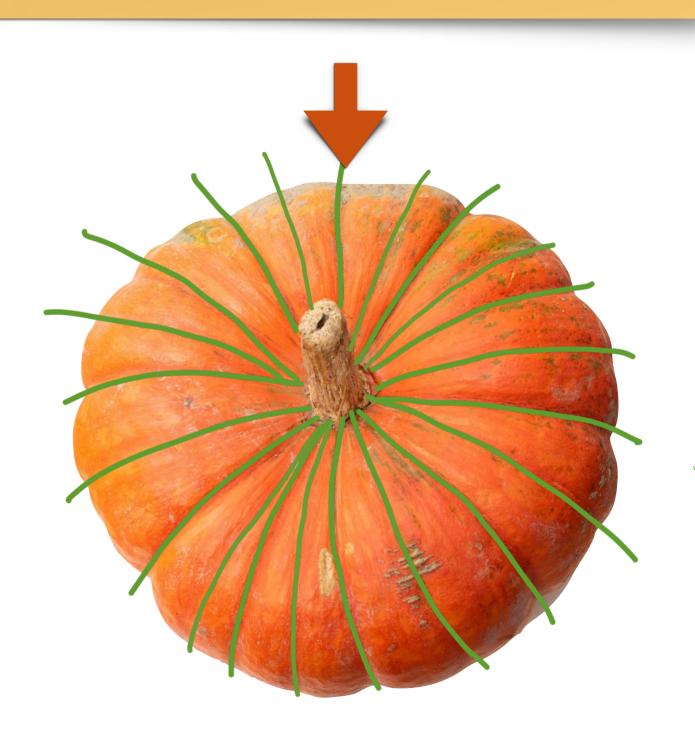
Look at the dents on this pumpkin - they are called **ribs**. Count the ribs, using the arrow to remind you where you started. Can you count the ribs on your own pumpkin? Think of a way to mark where you started so that you don't get lost!

This pumpkin has

ribs.

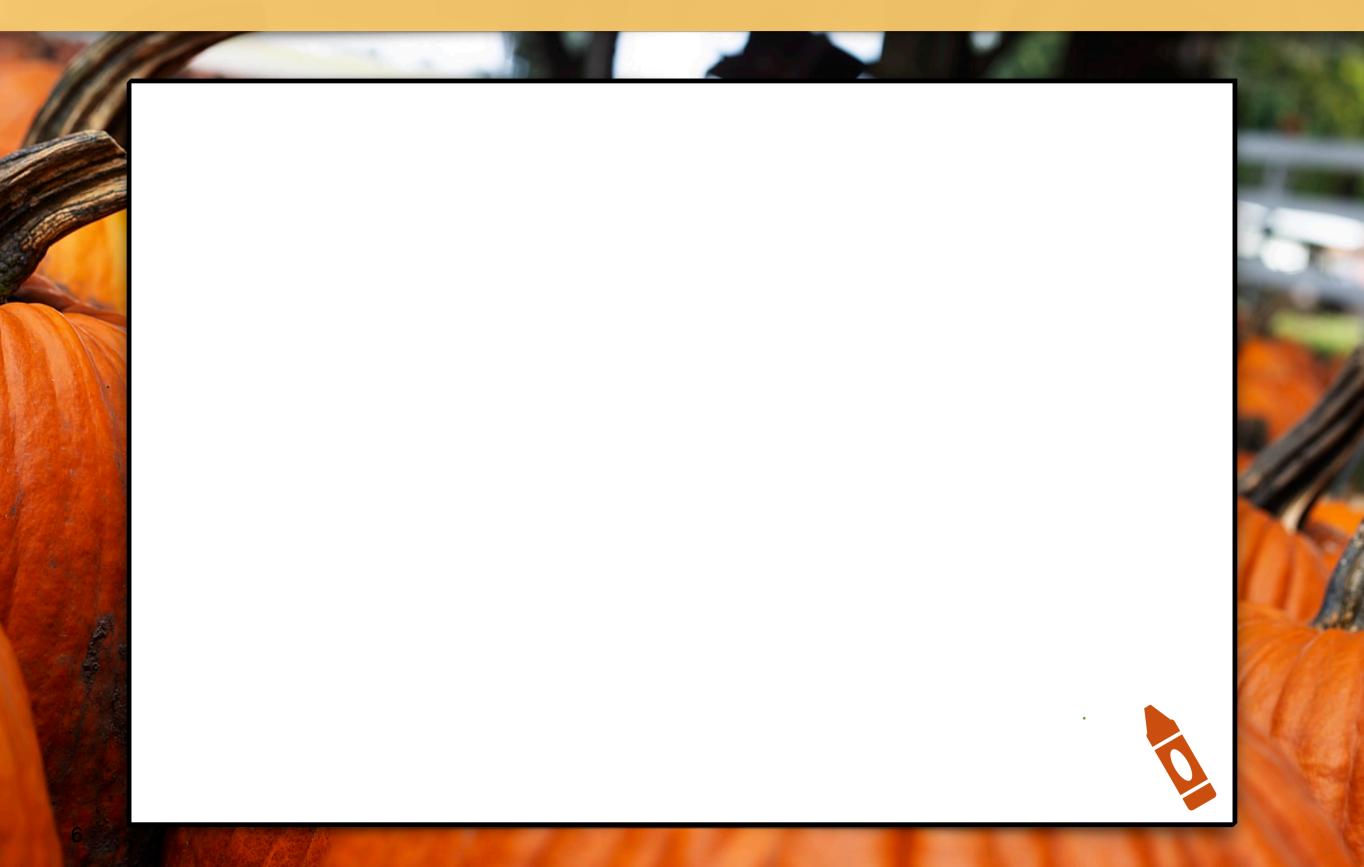
My pumpkin has

ribs.



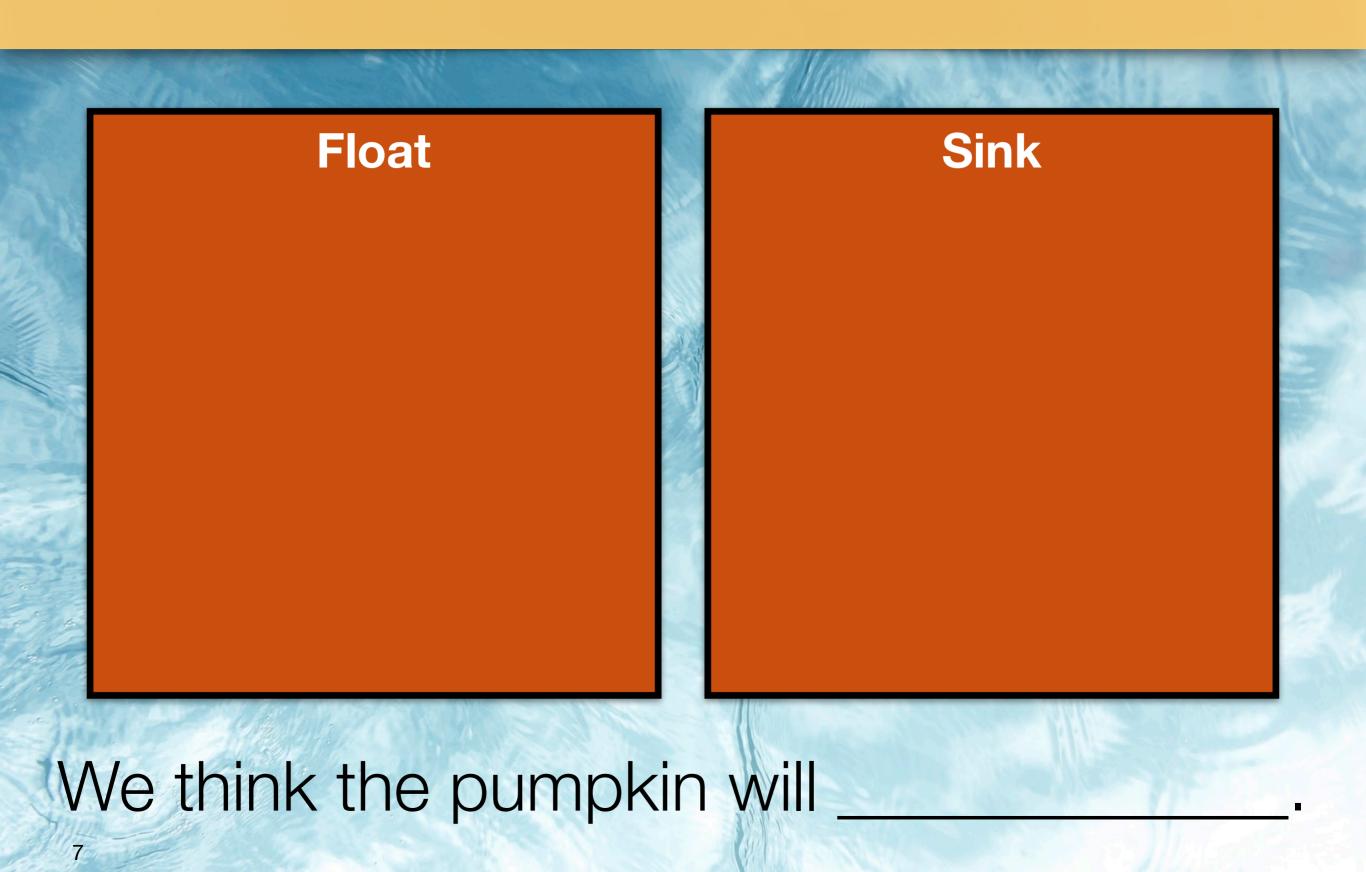
Still Life Drawing

Now that you've had a chance to really explore your pumpkin, have a go at drawing it. Look at all the different colours. Notice the stem at the top. Check the shape carefully. Draw your pumpkin below.



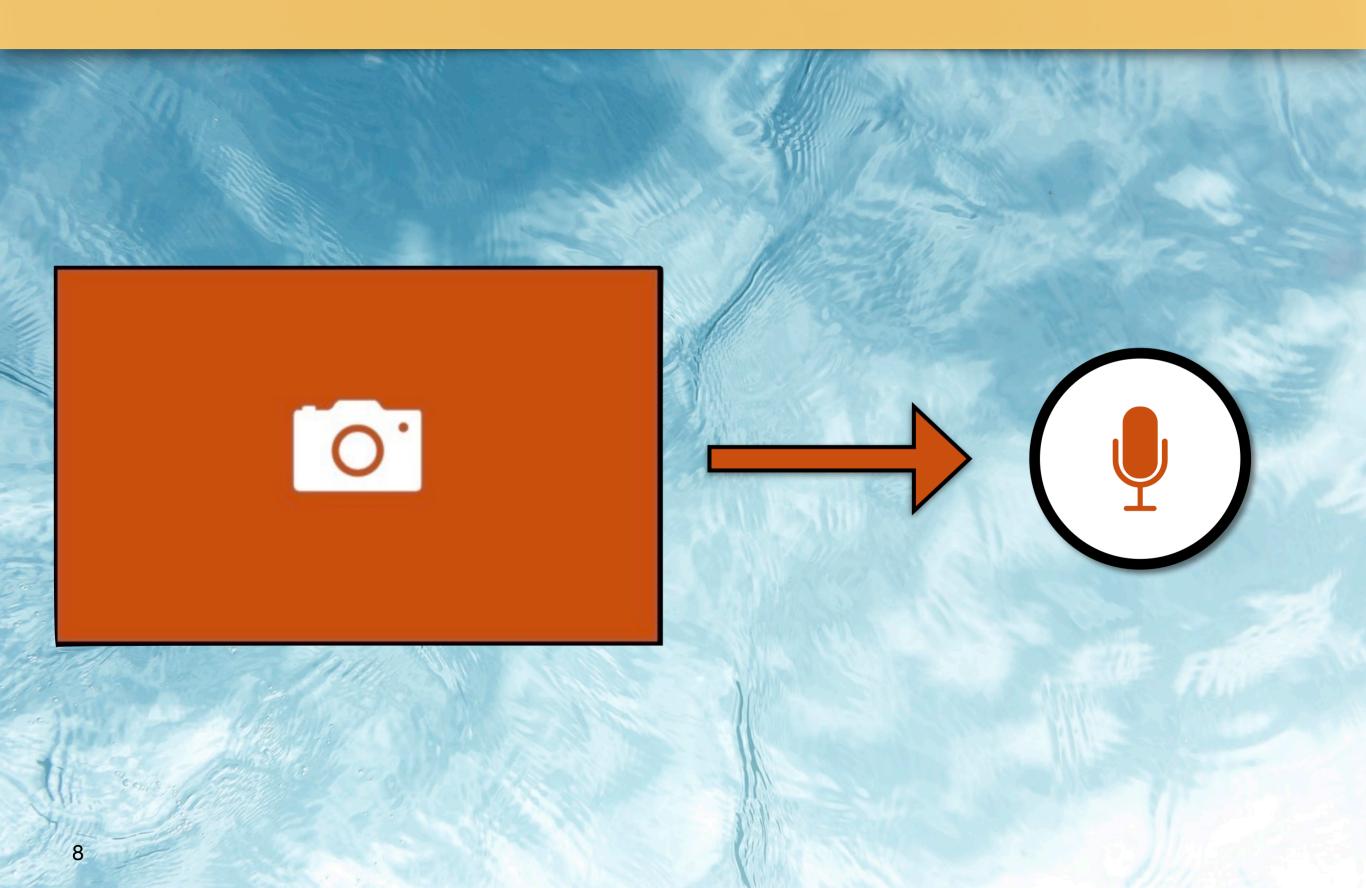
Float or Sink?

Take a tally count of your whole class. Do you think the pumpkin will float or sink in water?



Float or Sink?

Add a photo of your experiment. What happened to the pumpkin when you put it in water? Record the reason why it did this.



Label your Pumpkin

Ask an adult to help you cut open your pumpkin. Use the AR Create code in Swift Playgrounds to label your pumpkin. Can you label the stalk, seeds, pith and skin? Save a screenshot of your AR labelling here.



```
× 🗅
                Starting Point > >
       Ш
                                 SharedCode
var label = Model.text("stalk", elevation:
 20.cm)
scene.add(label)
label.applyColor(scheme: .wacky)
var label2 = Model.text("seeds", elevation:
 20.cm)
scene.add(label2)
label2.applyColor(scheme: .wacky)
var label3 = Model.text("pith", elevation:
 20.cm)
scene.add(label3)
label3.applyColor(scheme: .wacky)
var label4 = Model.text("skin", elevation:
 20.cm)
scene.add(label4)
label4.applyColor(scheme: .wacky)
```

Pumpkin Chat

Use Chatterpix to record your thoughts about this investigation. What did you learn? What facts can you now share with others?

