

## *Inquiry Guidelines - Week 2*

1. Read over the tasks and choose one that you would like to do. Remember to have fun with the challenge.
2. Once you have decided, you need to write a plan and go over your plan with your teacher.
3. When completing a challenge, be sure to include the following: all planning, writing, and document items; photos; illustrations; diary entries; letters; PowerPoint slides; and anything else that provides evidence or makes your task more interesting.
4. Make sure your work is neat, labelled clearly, edited, decorated, well-documented and will engage the audience
5. You may be asked to add to your investigation task if your teacher is expecting more work or work of a higher quality.
6. You can complete a task only once. You cannot repeat a challenge idea unless this has been organised with your teacher.
7. Family members can be assistants, but ultimately you need to drive your ideas.
8. Activity 11 (page 3) is a 'design your own' challenge. If you think of your own inquiry idea, talk it over with your teacher to make sure it is substantial enough to be an investigators challenge.

## Inquiry Choice Board - Week 2

### **Activity 1:**

Use a recycled item to grow a plant from a seed. Document and photograph its growth, and record its height in a table and on a graph.

### **Activity 2:**

Research light and find ways to model reflection, refraction and absorption. Write an article explaining all three, and include experiments.

### **Activity 3:**

Create 5 A4 posters that show 5 different 3D shapes. Label the features of each shape. You may use blank, isometric, or grid paper.

### **Activity 4:**

Choose your favourite picture book, and write a persuasive review for why this is the best book to be read in the classroom. Draw an illustration of your favourite page and describe what it is about.

### **Activity 5:**

Create a mask of your favourite animal or cartoon character. Write a procedure showing how you made it, and describe what type of animal it is or what the cartoon is about.

### **Activity 6:**

Search for a recipe for slime, and make it from scratch. Create three different varieties, and then experiment by making your own version.

### **Activity 7:**

Invent your own game, and create a poster that includes rules and diagrams describing how to play it. Teach it to someone at home or share it with your friends.

### **Activity 8:**

Explore the outdoors by going on an adventure with a family member, e.g. a bushwalk, bike ride. Write a journal entry about your day and include photos.

### **Activity 9:**

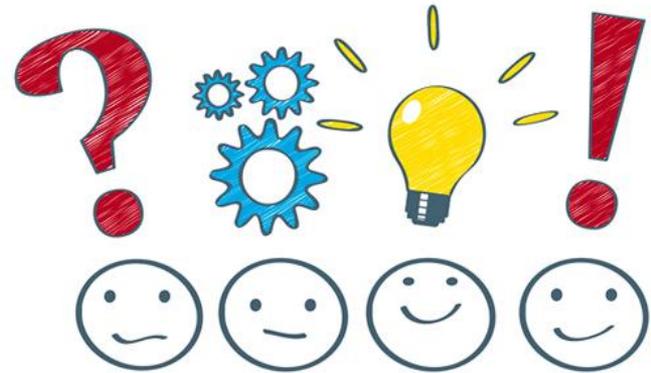
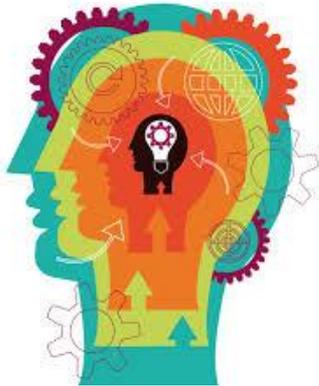
Cook or bake an item of your choice. Write out the recipe, ingredients, and their metric and imperial equivalent measurements and quantities.

### **Activity 10:**

On a poster, design a new playground for your school. Think about fun, usability and safety features. Create a persuasive writing piece designed to convince your principal that this playground should exist in your school.

# Activity 11:

Design Your Own Challenge - If you think of your own inquiry idea, talk it over with your teacher to make sure it is substantial enough to be an investigators challenge.



# *Am I Finished?*

- Before saying, “Finished!” make sure you have included all that you can by looking through the checklist on your planning sheet.
- Remember, these tasks are supposed to take time and effort. If you find yourself getting through an activity in an hour, you are probably not completing it correctly.
- Remember to check in with your teacher to ensure you are on the right track.

