**Properties of Materials Game**

**Virginia Science Standards of Learning**

*Scientific Investigation, Reasoning, and Logic*

* K.1 The student will demonstrate an understanding of scientific reasoning, logic, and the nature of science by planning and conducting investigations in which basic characteristics or properties of objects are identified by direct observation;

*Matter*

* K.4 The student will investigate and understand that the position, motion, and physical properties of an object can be described. Key concepts include
	+ a) colors of objects;
	+ b) shapes and forms of objects;
	+ c) textures and feel of objects;

*Earth Resources*

* K.11 The student will investigate and understand that materials can be reused, recycled, and conserved. Key concepts include
	+ a) materials and objects can be used over and over again

**Activity**

Children take turns touching reuse items in an opaque container and describing what they feel. No peeking!

Materials ideas: plastic cap, metal lid, yarn ball, fabric, fruit/veggie bag mesh, cork, cardboard tube, CD, marker cap

Prompts may include:

* What does the surface feel like? (bumpy, smooth, hard, soft, has a hole in it)
* What shapes do you feel? (round, square, pointy edges)
* Is it flat or does it stand up in space?

The child pulls the object out of the bucket and a discussion is had about what the object once was, what material it is made of, and how it can be used to make something new.

Example:

* The child reaches into the container and feels a cork.
* The child describes what it feels like: round, soft, etc. The rest of the class makes a pictures in their minds about what the item is.
* The child pulls out the cork and the class discusses a name and use for it: cork, to stop liquid coming out of a bottle.
* What materials is it made from? wood
* What can we do with a round, wooden cylinder? If we are making a person, use two for legs

**Follow Up Activity: Read *My Dog is Smelly as Dirty Socks* by Hanoch Piven**

*My Dog is as Smelly as Dirty Socks* by Hanoch Piven is a found object portrait book in which the author uses reuse materials to represent personality traits for the portrait subjects.