

Unit at a glance

Push-pull

Phase	Lesson	At a glance
ENGAGE	Lesson 1 Moving toys	To capture students' interest and find out what they think about how toys move in air and water and on the ground. To elicit students' questions about how toys move.
EXPLORE	Lesson 2 Investigating pushes and pulls at home (optional) Session 1 Push-pull pursuit Session 2 Guessing game	To provide hands-on, shared experiences of pushes and pulls around the home.
	Lesson 3 Water, water everywhere	To provide hands-on, shared experiences of the push of water on floating objects.
	Lesson 4 What sinks? What floats? (optional)	To provide hands-on, shared experiences of how to change an object that sinks into one that floats.
	Lesson 5 Floating on air	To provide hands-on, shared experiences of the push of air.
EXPLAIN	Lesson 6 Push meets pull	To introduce current scientific views and support students to represent and explain their understanding of pushes and pulls.
ELABORATE	Lesson 7 Helicopter test flights	To support students to plan and conduct an investigation of the factors that affect a paper helicopter's fall through air.
EVALUATE	Lesson 8 Pulling it all together	To provide opportunities for students to represent what they know about pushes and pulls in air and water and on the ground, and to reflect on their learning during the unit.