

Tubetastic!

Promote the Characteristics of Effective Learning and explore cause and effect, speed and gravity using different sized tubes and balls.

Learning aims

This activity particularly promotes the development of the characteristics of effective learning:

Playing and exploring – engagement

- Finding out and exploring
- Playing with what they know
- Being willing to 'have a go'.

Active learning – motivation

- Being involved and concentrating
- Keeping trying
- Enjoying achieving what they set out to do.



Creating and thinking critically – thinking

- Having their own ideas
- Making links
- Choosing ways to do things.

Resources

- Collect different sized tubes – inserts from wrapping paper, carpet roll cardboard tubes, crisp tubes (both ends removed), kitchen rolls, plastic tubes
- Collect a range of different sized and weighted balls (pom poms are good for light ones)
- Buckets, boxes or baskets to catch the balls at the end of the tubes.

This activity is best carried out in the outside area or a large indoor space.

Activity Outline

Provide the children with the tubes and balls and encourage them to explore, putting the different sized and weighted balls down the tubes. Follow their interest, commenting on their exploration. Ask open-ended questions, such as: Which balls are the fastest? Why? What might happen if we tipped the tube? Why?

You could provide them with large wooden blocks or stands to rest the tubes on or suggest they use other 'spare parts' from your outside area to further explore the movement of the balls down the tubes.

Could they join tubes together to make a long tube for the balls to go down? How? Help them to plan and try out their ideas.

Extending the activity

Babies love balls too – provide them different textured balls in a basket for them to explore with crisp tubes and other small boxes e.g. empty tissue box. As the babies place the balls in the boxes and tubes say 'all gone' and ask them 'Where's the ball gone?'. Encourage them to look in to find the ball.