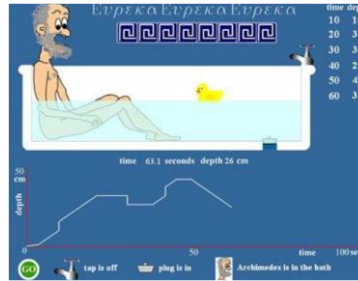


Level D.1 Estimate, compare, measure & record capacity using appropriate metric units **and** select suitable instruments of measurement



This activity uses the story of somebody's bath to introduce the graphs of the maths world. To begin pupils could share their own bathtime stories, through guided discussion elicit from pupils the factors that cause the depth of water to change. The interactive link can provide a way to enable pupils visualise this. Build a picture of what happens during a typical bathtime using a trend graph. Record the graph on the whiteboard.

As the water rises what happens the graph? Does the graph change when the person gets in? Would the power of the taps make a difference? When the plug is taken out what happens the slope of the graph? Why do you think the line has different colors on Patrick's bath? Are there possible alternative explanations for the different parts of the graph? What explanations has your partner?

In pairs look at Patrick's Bath Story and create a story for Patrick's Bath. Share stories created. Compose a question for an alternative story to yours.



Concept Map on Bathtime Teacher Observation, Pupil Learning Log, Teacher Questioning,

**Mathematical Skills:** Understanding & Recalling, Implementing, Applying & Problem-Solving, Communicating & Expressing, Integrating & Connecting, Reasoning



<sup>1</sup> <http://www.colmanweb.co.uk/Assets/SWF/Archimedes.swf>

# Patrick's Bath

