

Activity #1: Color Changing flower

- 1. <u>Summary</u>: The activity is to notice how plants get water from the soil. The activity focuses on a carnation flowers ability to observe water and to see a cause and effect process of adding food coloring into water.
- 2. Learning Foundation or Common Core

2-LS2 Ecosystems: Interactions, Energy, Dynamics

Plan and conduct an investigation to determine if plants need sunlight and water to grow Disciplinary Core Ideas

LS2.A: Interdependent Relationships in Ecosystems

- Plants depend on water and light to grow. (2-LS2-1)
- Plants depend on animals for pollination or to move their seeds around. (2-LS2-2)
 - 3. Materials Used.
 - Food coloring
 - Empty soda bottle
 - Water
 - A white carnation
 - 4. <u>Your role</u>. The first way to engage the child is to say "Do you know if flowers can change colors?"
 - Than follow the step by step guide
 - Put several drops of red food coloring you're empty soda bottle
 - Fill it full of tap water leave about 1 inch of space at the top
 - Place carnation stem in the bottle
 - Wait and see what happens to your white flower

After about thirty minute you would notice the change in the color of the flower it is important to check every 5 min to see if the flower changes color. The best way to do this is to set a timer and allow the child to jot down notes and makes observations.

- Ask open ended questions such as "Do you think any other liquids could change the color of the carnation?" or "Why do you think the flower is changing color?"
- Do not state that an answer Is right or wrong , try out the experiment with your child and allow for observation

Terms: Explain to the child vocabulary terms such as "stem" and "suction". It is important to explain what is going on after the experiment is done.

5. Child's Interaction.

The child is to choose the color of the flower that they want changed

The child takes notes of the color changes after every 5 minutes and should explain why they believe that a flower is changing its color