



Save A Boat!

**Grades
K-2**

Student Activity Workbook

Name: _____

Date: _____

Engineering Notebook



Seaworthy STEM™ in a Box Series

Save A Boat!

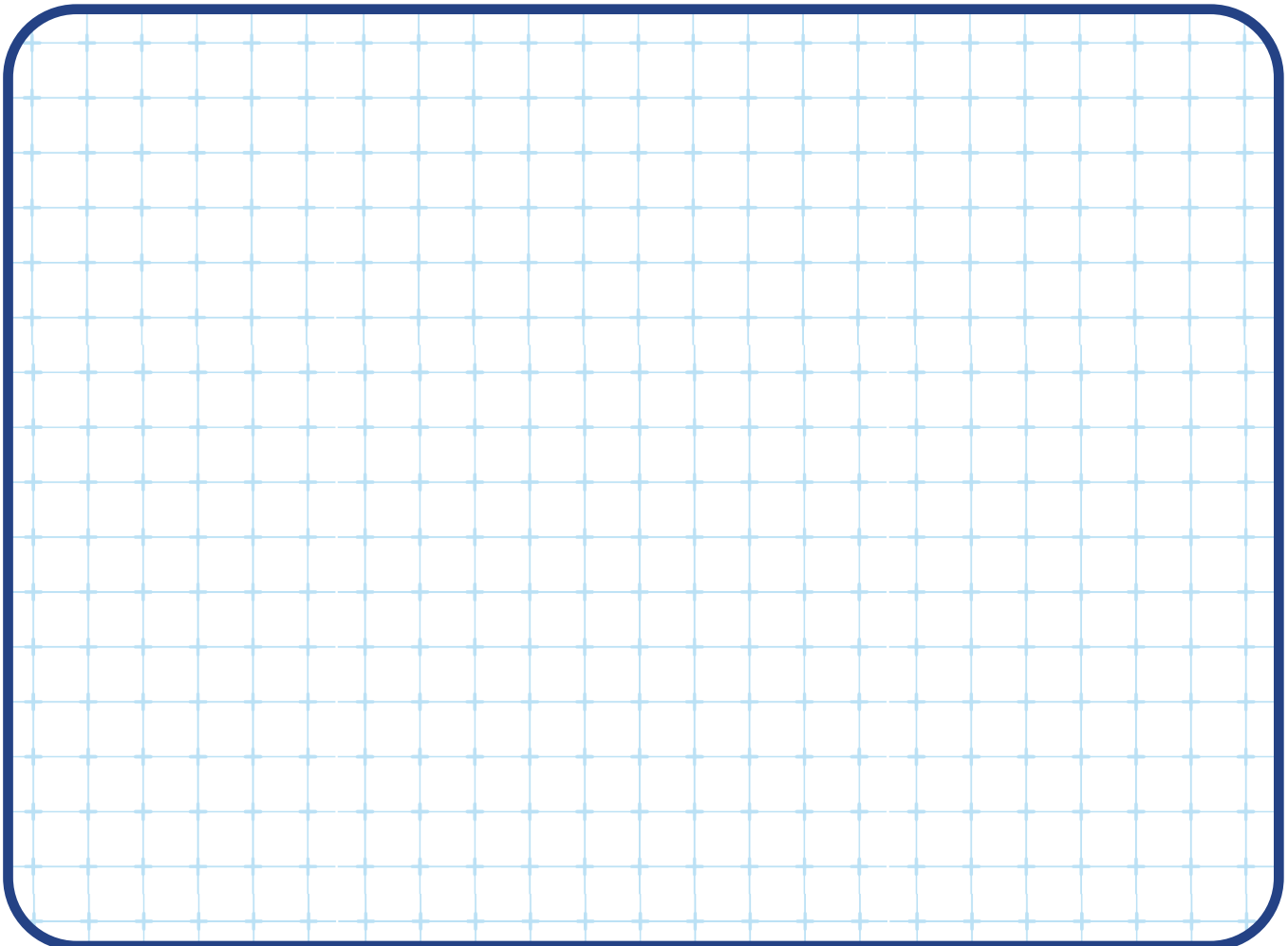
Use the solution and pipette to help save the boat from the arctic ice!
Answer the following questions below to guide you through the ice.



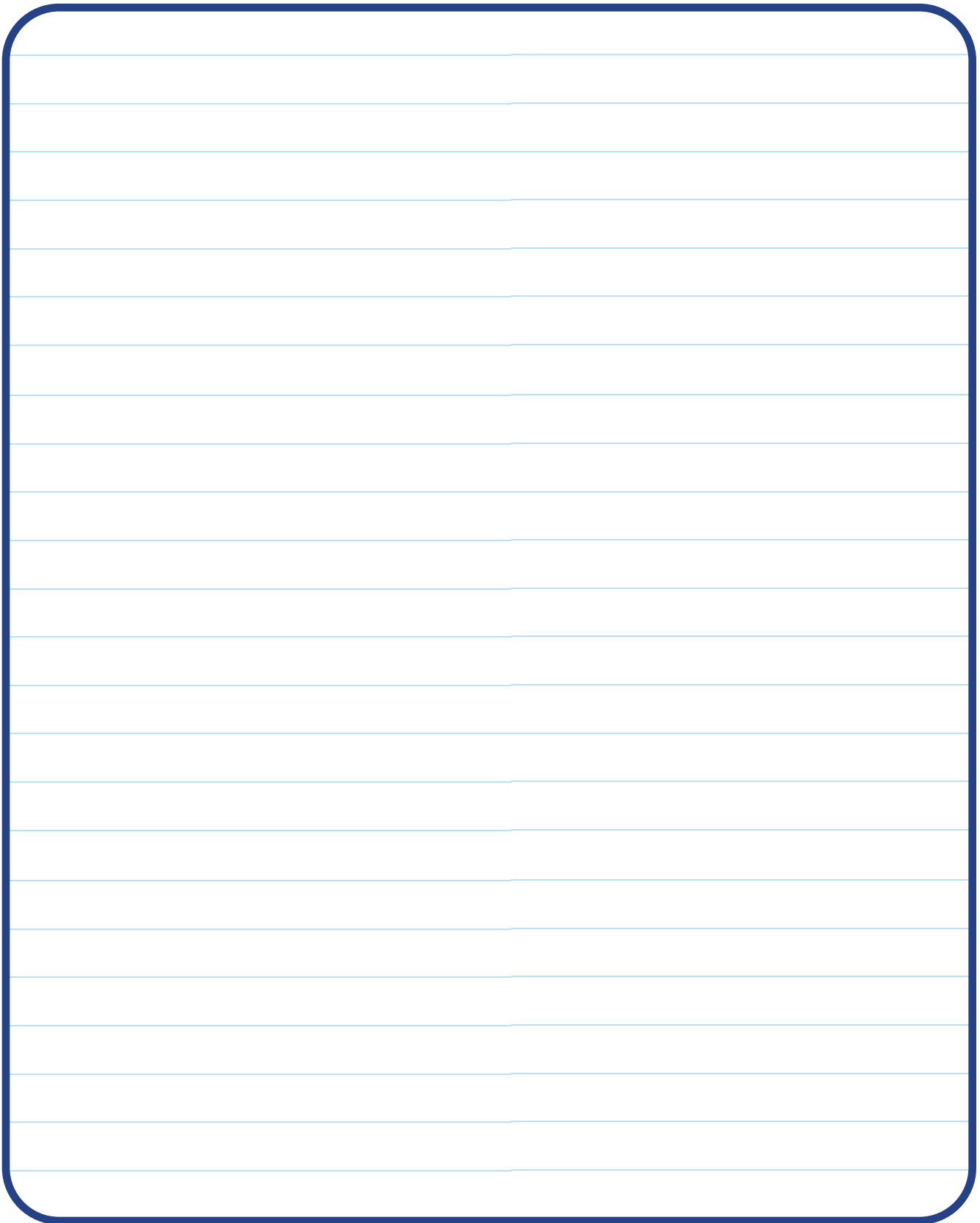
- 1 What solution are you using to save the boat?

Solution: _____

- 2 Inside the drawing box, draw what happens to the ice cube as you use the solution to save your boat.



- 3 Were you able to free your boat in the time provided by your teacher? If so, how long did it take?

A large rectangular area with a dark blue border and rounded corners, containing horizontal blue lines for writing. The lines are evenly spaced and extend across the width of the box, providing a space for a student to write their answer to the question above.

4 Record the times:

Room Temperature/Tap Water Time:

Room Temperature/Salt Water Time:

Warm Temperature/Tap Water Time:

Warm Temperature/Salt Water Time:

5 Please circle (above) the solution that melted the ice in the least amount of time.

- 6** At the end of the activity, which solution was best? Why was this solution best to use?

Solution: _____

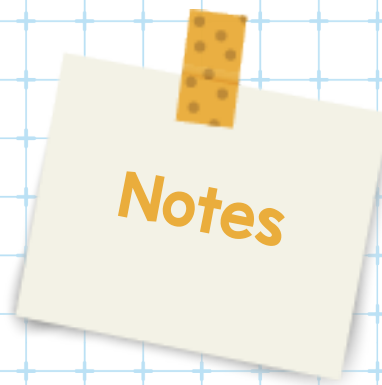
Why?

Fun Fact!

When a ship is stuck at sea, the navy will use icebreakers to help clear the path. Icebreakers clear paths by pushing straight into frozen-over water or pack ice.

Check out this
icebreaker ship!





#SeaworthySTEM

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