

Tips for Caregivers

Making observations and asking questions about what is observed is the first step of the **scientific process**.

During their play with bubbles, you can help your child observe and express what they are seeing by asking these questions:

- Which bubble is larger? Which bubble is smaller?
- What do you see this bubble doing? What about that other one? How are they the same and how are they different?
- How many bubbles can you blow in one breath? What happens if you blow out your breath faster? What happens if you blow out your breath slower?
- What does it look like when a bubble pops? Describe it to me.
- What do you notice about bubbles that is new to you?
- Which of the bubble challenges surprised you?
- What else do you think bubbles can do?



This take-home activity is supported by **Cambridge STEAM Initiative**, a joint initiative of the City of Cambridge and Cambridge Public Schools.

STEAM

(Science Technology Engineering Arts Math)

@ Home



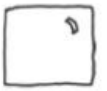


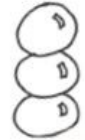




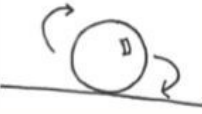
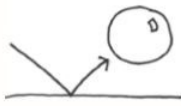

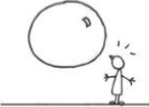
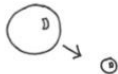
What Can Bubbles Do?

Bubble Brainstorm!

Observe and Explore:

What can bubbles do? Are there things bubbles cannot do?
Test out each idea. Keep track of what you discover by checking Yes or No on your data sheet below.

What do you see? Can bubbles...

Float? 	Pop? 	Look like a square? 	Stick to skin? 	Fall? 	What's your idea?
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No
Stack? 	Split? 	Fold? 	Reflect? 	Make a sound? 	What's your idea?
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No
Bounce? 	Roll? 	Stick to clothes? 	Be bigger than a person? 	Shrink? 	What's your idea?
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No

This activity is based on Bubble Brainstorm, a lesson from the Museum of Science's Engineering is Elementary® Engineering Adventures unit, *Bubble Bonanza*.
For more information, go to: <https://www.eie.org/engineering-adventures/curriculum-units/bubble-bonanza>