

Investigation Framework

Have you ever wondered how boats stay afloat? What are the best ingredients to make slime? Or if people with longer legs run faster? Start your class thinking about questions that they can investigate and use the ESB Science Blast Investigation Framework to help structure your ideas.

1 What is your class question?

What is your class going to investigate? This should include phrases like 'How many?' or 'What happens if?' or 'Why does?'

2 What is your class prediction?

This should include a prediction or estimation based on what the students know or their previous experience. What do they think might happen? Or what do they think they will find?

3 How will your class gather evidence to answer the question?

This should include:

- Observing
- Counting, timing or measuring
- Changing something to see what happens
- Building, coding, designing or making something to use (e.g. a tool, model or ICT solution)
- Recording

6 How can you piece all your information together to answer your class question?

This could include:

- Did what you expect to happen, happen?
- Did anything unexpected happen and can you explain why?
- If repeating your investigation, would you do anything differently?
- Can you relate your findings to a real life situation?
- Can you think of any other questions you could investigate?

5 What do your findings mean?

This could include:

- What can you tell from the graphs or charts or other information?
- What might cause any of the patterns that you found?

4 How will your class organise information?

This could include:

- Drawing a chart or plotting a graph
- Identifying patterns
- Classifying things or putting them in order

