



Wilsonville Public Library  
**FOUNDATION**

Financial support for this Summer  
Science Program comes from the  
Wilsonville Public Library Foundation.  
Thank you, Foundation!



Greetings-

Let's explore science--Pick **10 activities!**

This guidebook shows you simple science experiments that anyone can do. After doing a science activity, mark it off on your science log. Try ten activities, then return the science log to the library for a prize.

Need additional ideas? Please visit our Youth Services librarians.



**Don't forget... Science programs at the library count too!**



## Stack blocks

How tall can you build?  
How can you change the shape to make a tower more stable?  
Which tower shapes are the strongest?

## Hand shadows

Can you make a snail?  
What happens if the light is brighter or dimmer?  
What happens if your hand is closer or farther from the light?



## Get muddy

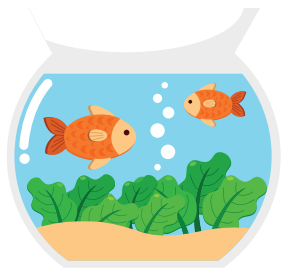
How do you make mud?  
How much water do you need?  
Does mud make a sound when you walk on it?





## Go on a walk

Can you find a new animal?  
What do you hear?  
Can you walk as quietly as a fox?



## Investigate an aquarium

How do fish breathe?  
How do they move?  
How are fish like us?  
Different?

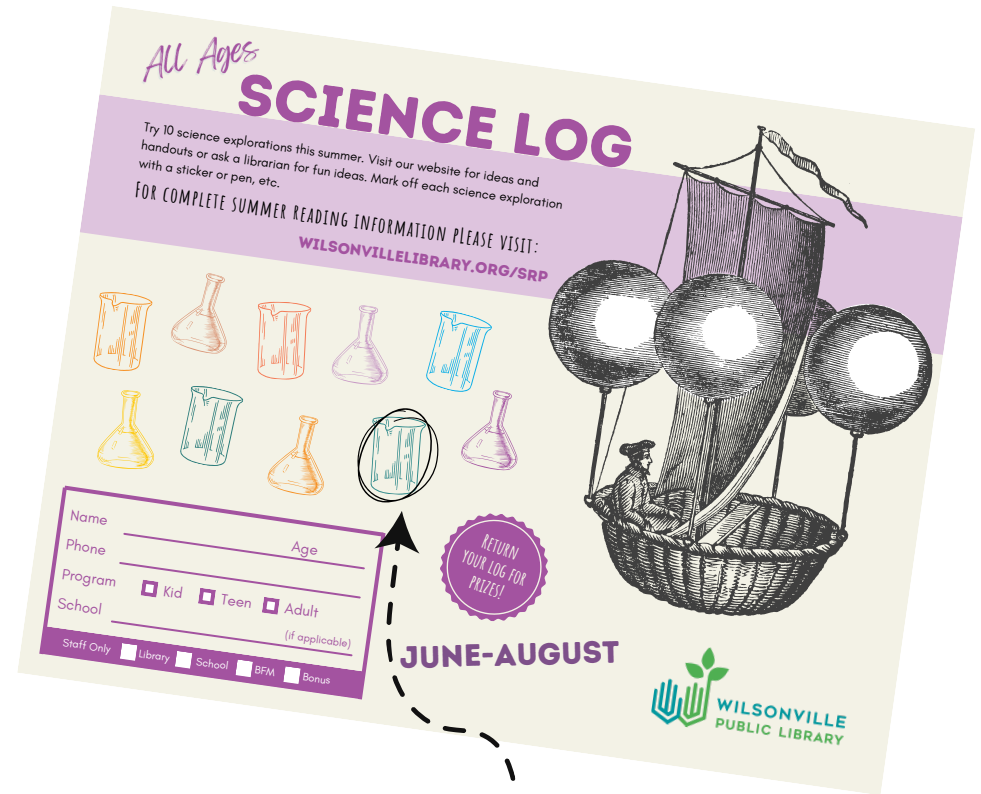
## Fill a balloon

Will it float in the air?  
Does it make a squeaky sound?  
How is the balloon different when you add more or less air?



## Drop a feather

Is this a light object?  
What makes it sway in the air?  
Does a ball drop the same way?



Don't forget to **mark off** your completed science experiments and return your finished science log to the library!

## Listen to the wind

What is wind?  
Does the wind move clouds?  
How strong can wind be?



## Bubble party

How do you make bubbles?  
What happens to bubbles if it is windy?  
Why are some bubble tiny?

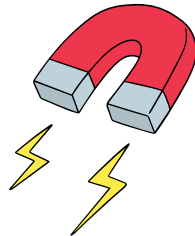


## Describe flavors

Do you like the taste of a lemon?  
Does a lemon always taste the same?  
Do you have a favorite fruit?

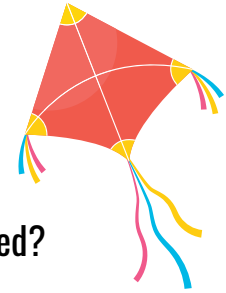
## Use a magnet

Do magnets stick to metal?  
Do magnets stick to wood?  
Do magnets stick to aluminum cans?



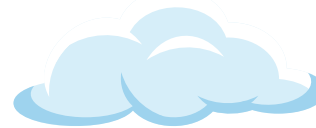
## Fly a kite

How do kites fly?  
Can you steer a kite?  
How much wind do kites need?



## Collect rain

How much rain can you collect during a storm?  
Is the water cold?  
How can you measure rainfall?



## Watch clouds

Do clouds keep their shape?  
Why do clouds change color?  
Are some clouds heavy?



## Collect rocks

Can you make a collection?  
What colors can you find?  
Are some rocks stronger than others?



## Clap to music

Can you clap loudly? Softly?  
Which different clapping  
patterns can you make?  
Can you make your own song?



## Will it float?

What objects float? Sink?  
Do some items partially float?  
What makes objects float?

## The I spy...game

How many shape do you spy?  
What colors do you spy?  
What is the biggest object that  
you see? Smallest?



## Balance

Can you stand on one leg?  
If you change your body shape is  
standing on one leg easier? Harder?  
What happens if you close your eyes?



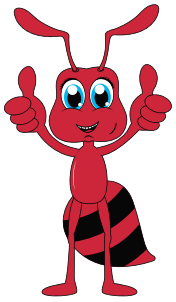
## Plant Seeds

Can you plant seeds?  
Do you water them daily?  
What do plants need to grow?



## Find a snail

Where do snails live?  
Do snails have protection?  
What do you think they eat?



## Follow an ant

How do they know where they are going?  
Why are some ants different colors?  
Do they wander at night or sleep?



## Melt an ice cube

What happens when you put an  
ice cube in the sun?  
Does it melt all at once?  
Where does the ice go?

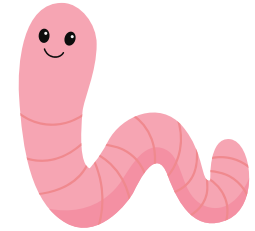


## Stop and smell the flowers

Do you have a favorite path or park?  
What do you hear? Smell? See?  
Do you like to sit quietly in a favorite spot?

## Find a worm

Where do worms live?  
How do birds find them?  
How do earthworms help soil?



## Light refraction

Why does a straw look weird in  
a glass of water?  
Can light really bend?  
Does this always happen?



## Find circles

What is a circle?  
What circles can you find?  
Can you discover more circles  
indoors and outdoors?

