



Experiment 2

Soap Boats

I. Preparation

If using milk cartons, rinse them thoroughly and cut them open. Copy patterns onto material for boats for Knights to trace or provide a few samples and allow Knights to cut something similar.

II. Introduction

Say Something Like: **The disciples in today's story went out in a boat. Their boat would have been powered by wind or by oars. We're going to use something more unusual to make our boats go.**

Ask: **What different ways can you think of to make a boat go?**

Ask: (Show Knights materials.) **Have you seen materials like these before? How do we normally use them?**

III. Experiment

Step 1. Cut out the boat that is similar in size and shape to the pattern shown.

Step 2. Pour about ¼ inch of water into a tray. Place the boat on the tray.

Step 3. Dip a toothpick into the dish soap. Touch the toothpick to the surface of the water in the slot at the back of the boat. What happens?

Step 4. Invite Knights to create their own boats and race them in groups of two or three.

Step 5. After two or three races, when the boats stop responding to the soap, pour the water into a bucket or plastic bin. Give the tray a quick wipe with a cloth to remove excess soap and refill it with a thin layer of fresh water.

Bible Story












Jesus Walks on Water

Matthew 14:22-33

Castle Callout

Armor Up with Faith!

Materials

-  pitchers of water
-  cafeteria trays or cookie sheets with raised rim
-  bucket or plastic bin for used water
-  material for boats (empty cardboard milk cartons, heavy card stock, single-layer cardboard, or thin foam board)
-  boat patterns
-  liquid dish soap
-  toothpicks
-  pencils
-  scissors
-  dry cloths or paper towels
-  dish for dipping toothpicks into soap

Safety Notes:

Have a cloth on hand to wipe up spills as soon as they happen and avoid slip/fall hazards.

