

## Core Skills Analysis

### Science

- Understanding the concept of osmosis as the raisins absorbed water.
- Learning about the physical changes that occur when raisins swell.
- Observing the time factor in the process of rehydration.
- Engaging in a scientific inquiry by making predictions about what will happen.

### Math

- Measuring the time taken for the raisins to swell, enhancing time awareness.
- Estimating and later comparing the size of the swollen raisins to their original size.
- Introducing the concept of simple data collection based on observations over time.
- Utilizing basic counting skills to track the number of raisins in water.

### Critical Thinking

- Formulating hypotheses about the outcome of the experiment.
- Evaluating their observations and discussing the results with others.
- Encouraging reasoning by justifying their predictions and conclusions.
- Developing a sense of curiosity and questioning 'why' certain changes occur.

### Tips

To further enhance Claritee's learning experience, consider extending this activity by exploring the differences between various dried fruits and their rehydration times. Engage in discussions about the science behind dehydration and the role of water in fruit preservation. A fun addition could be to create a simple graph plotting time against the size of the swollen raisins to incorporate more math skills. Connecting these concepts to real-life scenarios, such as cooking or nutrition, may also support deeper understanding.

### Book Recommendations

- [The Magic School Bus Inside a Hurricane](#) by Joanna Cole: Join Ms. Frizzle and her class as they explore the science of weather through a fun, adventurous journey.
- [The Very Hungry Caterpillar](#) by Eric Carle: A classic story that introduces concepts of growth and change through the life cycle of a caterpillar.
- [What Happens When... Water Turns Into Ice](#) by Robert E. Wells: This book explains the science of water and its physical state changes in a simple and engaging way for children.