25 Things to Do with a Switch Activated Pouring Cup

<u>www.teachinglearnerswithmultipleneeds.blogspot.com/2010/04/25-things-to-do-with-switch-activated.html</u> (Kate Ahern)

- 1. pour glitter onto a craft project
- 2. pour sand into bottle to make sand art
- 3. pour paint onto a Spin Art Machine
- 4. water plants
- 5. roll dice (especially fun for multiple dice games like Yahtzee and Boggle)
- 6. set up dominoes to be toppled, attach a ruler or cardboard to the cup and knock 'em down
- 7. combine chemicals to make silly putty or oobleck
- pour crushed Oreos on top of "dirt cups"
- 9. add the chocolate to milk
- 10. fill plastic ziploc baggies with liquid dish soap to make freezer packs for lunches and boo-boos (soap is gel like and takes longer to defrost so is better than water)
- 11. fill bags with ice for the trainer's office or the school nurse as community service
- 12. measure ingredients for a cooking project
- 13. toss a handful of coins for a probability experiment
- 14. drop blocks onto a fragile surface (like damp tissue paper over a trashcan) to experiment on how much weight will cause the surface to break
- 15. use two pouring cups and drop items from a height to see which falls faster
- 16. blindfold a contestant and drop different items so the contestant can guess what you are dropping
- 17. drop a ball onto a slope to learn about velocity
- 18. fill the class pet's food dish
- 19. dump fish food in the tank
- 20. fill the candy dish before important IEP meetings
- 21. pour coins into the coin sorter/wrapper
- 22. position the pouring cup over someone's head and allow the winner of a contest to activate it to pour ice cold water or ice cubes down that person's back
- 23. tape the cloth covering a surprise to the edge of the cup and press the switch to unveil the item
- 24. remove the cup, attach an arrow and use it as a choosing device
- 25. write the names of every student on a small wooden block and pour out a block a day to pick the day's helper at random