# Chocolate Melting STEM Activity

twinkl



#### **Changes of Matter**

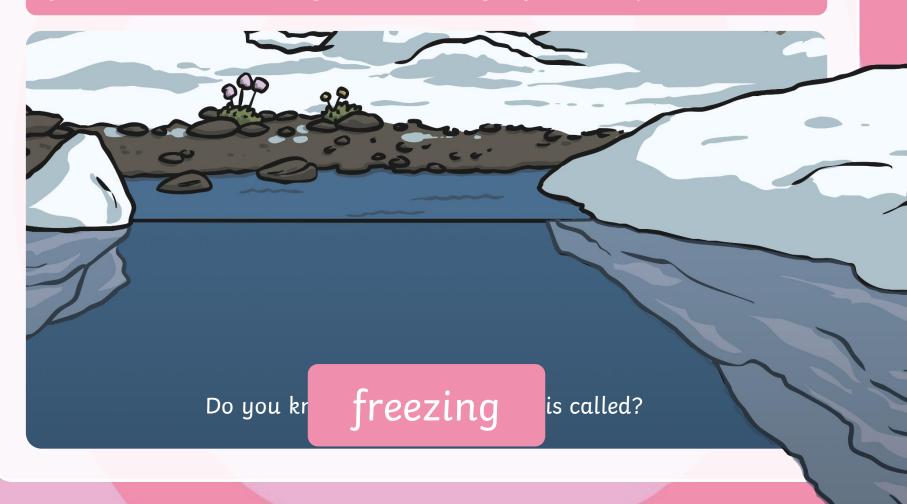
We can change a state of matter by heating it or cooling it.

For example, if we heat ice, we can change it from a **solid** to a **liquid**.



#### **Changes of Matter**

If we make water really cold, it changes from a **liquid** to a **solid**.



### Your Task

## Using the materials prod, create a device that will help us melt chocore, vien, toutside.

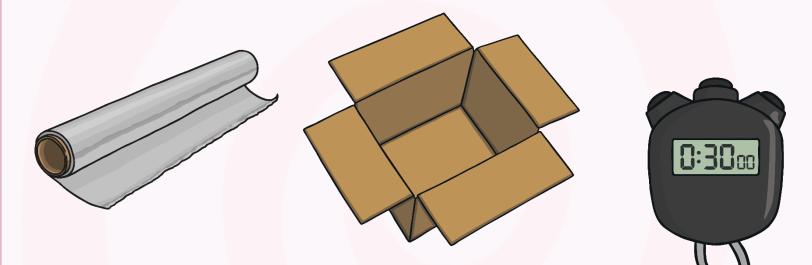
0:3000

You are going to create it, then we will test the long it takes to melt the chocolate.

You will then have the before

change it if you need to again.

#### You Will Need



- Cardboard boxes
- Aluminium foil
- Tissue paper
- Milk bottle lids
- Timers

- White chocolate drops
- Milk chocolate drops
- Dark milk chocolate drops
- Cardboard tubes

#### **Your Device**

Think about the materials you have and how you will put your device together to ensure the chocolate melts.

What could the milk bottle lids be used for?



Will your box be open or closed?

How could you use the tissue paper and foil?

Will you use all the materials or just some of them?

#### Fair Test

This will be a fair test, which means you can only change one thing at a time.



For example, if you change your design, you have to place the device back in the exact same place.

If you decide you want to test it in a new area, you cannot change the device.

#### Create

#### Alter your device and test again.

Chocolate Melting Investigation Draw and label your device.
I think my checolate drop will mele minutes and seconds.
Results from 1st Test My chocolate drop melted in
Make your change. Remember to only make one change so that it is a fair test.
The change I made was
because
Results after Change My chocolate drop melted in minutes and seconds.

#### Go Further

## Which melts faster – dark chocolate, milk chocolate or white chocolate?



Design a fair test to explore which chocolate will melt the quickest, using your device.

twinkl.com

#### Reflection



twinkl.com

