



# Giant Bubbles


## Special Interest Areas




ADVENTURE & SPORT




ARTS & LITERATURE




CREATING A BETTER WORLD



ENVIRONMENT



GROWTH & DEVELOPMENT




STEM & INNOVATION




<http://challengecards.scouthack.com/card/50/>


## Sections




Joey Scouts




Cub Scouts



Scouts




Venturer Scouts




Rover Scouts


## SPICES Growth Areas




SOCIAL




PHYSICAL




INTELLECTUAL



CHARACTER




EMOTIONAL




SPIRITUAL


## Challenge Areas




COMMUNITY



PERSONAL GROWTH




OUTDOOR




CREATIVE


## Scout Method Elements




COMMUNITY INVOLVEMENT




LEARNING BY DOING




NATURE AND THE OUTDOORS




PATROL SYSTEM




PERSONAL PROGRESSION



PROMISE AND LAW



SYMBOLIC FRAMEWORK



YOUTH LEADING, ADULTS SUPPORTING

# The Adventure

Have fun making giant bubbles!

## Plan

1. Investigate bubbles. What are they and how are they defined? Why are they usually circular? It may help you to investigate bubbles by drawing and labelling the components of a bubble.
2. Investigate the key components of bubbles. What are their properties and how do they effect the properties of bubbles? Why do bubbles appear to have different colours?
3. Bubbles sadly don't last forever. Investigate why this is.
4. Investigate different bubble mix recipes and choose one to make.
5. Decide what size bubbles that you would like to make. What might affect bubble size?
6. Consider what some of the hazards might be when playing with bubbles, especially large bubbles. Make sure you are aware of these risks before starting the 'Do' section.
7. Choose an appropriate location for your bubble making. Consider the possible mess it may make but also factors in nature like wind and heat.

## Do

1. Make some bubble mixture using a recipe you have found or by gently mixing the following ingredients, keeping in mind that you can make more or less mixture by multiplying or dividing the recipe. The recipe works best if made a few days prior to bubble blowing:
  - a. 1 litre of hot water
  - b. 250 mL of dishwashing liquid
  - c. 3 tablespoons of glycerine
2. Make your giant bubble wands. Try making the following two styles of wands. Both styles of want are illustrated here (<https://www.redtedart.com/bubble-recipe/>)
  - a. Tying some 1-metre-long string and 1.2 metre string to two long sticks
  - b. Threading some string between two straws.
3. Gently pour your bubble mixture into a tray.
4. Make some giant bubbles. What is the best technique for forming giant bubbles? Who, in your patrol, can make the biggest or longest lasting bubble?

## Review

1. Did your bubbles work as you expected them to? Why or why not? How do they compare to bubbles from shop-bought bubble mixture?
2. What did you enjoy the most from this activity? What did you learn?
3. How do you think you could improve your bubbles by changing either the wand or the mixture? What else could you make the wands out of?
4. In our recipe, we use glycerine. What is this and how do you think it effects the bubbles? You may like to try making another recipe without glycerine to see how the bubbles change.

## Safety

- Dishwashing liquid can be an irritant to eyes. Care should be taken to avoid contact with eyes. If dishwashing liquid gets in an individual's eyes, the eyes should be thoroughly washed with fresh water.
- The giant bubble wands use long pieces of string and, as such, care should be taken to ensure that these are used safely.

## Variations

- Normal size bubbles can also be made.
- Have a competition to see who can formulate the best bubble mixture recipe.
- Challenge yourself to catch a bubble or make a non-circular bubble.