



CHILD and ADOLESCENT DEVELOPMENT Research Group



WHO WE ARE

We are team of students and professors interested in finding out what infants, toddlers, children and adolescents know about the world around them.

Our research provides insight into how people grow, learn and come to interact successfully in the world. The findings from our research have important implications for how best to educate children and how to help children with special needs.

HOW DO I PARTICIPATE?*

- Contact us to make an appointment (see below).
- Parking is provided
- Siblings are always welcome!

CONTACT US:

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SCIENCE at home!



THINK LIKE A SCIENTIST!

Scientists ask questions: *What happens when...? Why does....? How does...?*

Scientists make predictions: *I predict that... I think that...*

As scientists, we test our predictions by doing careful experiments and making observations. Coming up with a good experiment is sometimes hard, but you can get better with practice!

These two games give our scientific reasoning a workout. See how well you do! For each game, you will need a friend, parent, brother, sister...anyone!

WHICH GLASS HAS MORE?

(good for parents with young children)

Materials Needed

- At least two clear drinking glasses, one short and wide, and one tall and skinny
- Water or another liquid



Instructions

- (1) When your child isn't looking, fill up each glass with the same amount of liquid.
- (2) Ask your child, "Which glass has more or do they have the same?" Often, very young children will be fooled and think that the taller glass has more liquid. This is ok! Regardless of how they answer, it gives an opportunity to test their predictions.]
- (3) Now ask, "How can we test whether one glass has more?"

CAN YOU BREAK THE CODE?

(good for older children)

Materials Needed

- The game 'Mastermind'.



Instructions

In a game like Mastermind, you make a prediction, test it, and observe whether you were correct – just like a scientist.

One player (the code-breaker) has to figure out the secret code chosen by another player (the code-maker). The code-breaker has to make a series of guesses based on feedback given by the code-maker. Try playing a few rounds!

*We will only save your contact information in a secured location as long as you agree to be included in our database, and only contact you with upcoming study opportunities. We will never share your information. Our database has been reviewed for ethical compliance by the Queen's University General Research Ethics Board.