1. Design and build a model of a geoscience process with a group of classmates. Use your own thoughts and explore ideas online to think about how you might design and build the model. The end product should help make it easier to learn about the key process you have chosen. Processes you could choose include:

- Tectonic plates
- Volcanos
- The water cycle
- Climate change
- Tides
- Sedimentation
- Weathering
- River formation
- Earthquakes
- Fossilisation

2. Design a way of testing whether your model has helped people learn about your process. For instance, you could design surveys to test their knowledge before and after you have shown them the model. See if you can include feedback - see what aspects of the model people liked, and how they felt it could be improved.

FURTHER RESOURCES

1. Earth Learning Idea has a huge number of practical ideas for building your own geological models, and lots of further information besides: https://www.earthlearningidea.com/home/Childrens_fun.html

2. The Earth Science Education Unit has many resources for schools, including virtual activities and ideas for the classroom. They also run training courses for teachers: https://www.earthscienceeducation.com/resources/index.htm

3. Common Sense Education has a list of Earth science apps, websites and games, covering topics such as volcanos, earthquakes, rivers, geological history and much more: https://www.commonsense.org/education/top-picks/awesome-earth-science-apps-websites-and-games

4. Teach the Earth is a portal to thousands of resources from dozens of Earth education websites: https://serc.carleton.edu/teachearth/index.html