

Slime Tests

Use these tests to help describe the slime you made. Write your observations in the chart.

Test or Rating	How to Do It	Observation or Rating
1. Description	<ul style="list-style-type: none"> Describe the colour, texture, and odour of the slime. What else do you observe? 	
2. Slime Rating	<ul style="list-style-type: none"> How slimy is your slime? Rate the slime from 1 (not very slimy) to 5 (very slimy). 	
3. Slow Poke Test	<ul style="list-style-type: none"> Slowly poke your finger into the slime. What happens? Does your finger go into the slime easily? 	
4. Quick Poke Test	<ul style="list-style-type: none"> Quickly poke the slime with your finger. What happens? Does your finger go into the slime easily? 	
5. Slow Pull Test	<ul style="list-style-type: none"> Grab a glob of slime with your fingers and slowly pull on the ends. What happens? Does it stretch or break? 	
6. Quick Pull Test	<ul style="list-style-type: none"> Grab a glob of slime with your fingers and quickly pull on the ends. What happens? Does it stretch or break? 	
7. Blob Test	<ul style="list-style-type: none"> Roll your slime into a ball and then let it sit on the table. What happens? 	
8. Hang Test	<ul style="list-style-type: none"> Use a timer and a ruler. Hold a glob of slime at a height of 30 cm above a table. Time how long it takes in seconds for the slime to reach the table. 	
9. Bounce Test	<ul style="list-style-type: none"> Roll the slime into a ball and drop from a height of 30 cm above a table. What happens? Rate the bounce from 1 (poor) to 5 (great). 	