

DEPARTMENT: SCIENCE	UNIT TITLE: MOTION AND DESIGN
GRADE: 3	

SECTION	LENGTH	CONTENT	SKILLS	METHODS OF ASSESSMENT	FRAMEWORK STRAND(S) & STANDARD(S) Grades 3-5
Designing with k'nex	4 lessons	<ul style="list-style-type: none"> A simple definition of force is a push or a pull. 	<ul style="list-style-type: none"> Build with k'nex pieces Draw and label on graph paper. Work in a team. 	<ul style="list-style-type: none"> Student product Self reflection Teacher observation checklist 	T/E 2.1, 2.2
Scientific testing	4 lessons	<ul style="list-style-type: none"> How fast or how slow something moves depends on how much mass it has and how much force is acting on it. 	<ul style="list-style-type: none"> Use a stopwatch to gather data. Predict, test, keep accurate records, recognize simple patterns in data, graph and communicate results. 	<ul style="list-style-type: none"> Student worksheets Teacher observation checklist 	Skills of inquiry
Lunar rover challenge	2 lessons	<ul style="list-style-type: none"> Engineers use scientific knowledge to design things people want or need. 	<ul style="list-style-type: none"> Follow design criteria to build a vehicle. Work in a team. 	<ul style="list-style-type: none"> Student products Teacher observation checklist 	T/E 2.1, 2.2, 2.3
Rubber band energy	2 lessons	<ul style="list-style-type: none"> A stretched rubber band has potential energy. A moving object has kinetic energy. Friction is a force that acts to slow or stop a moving object. 	<ul style="list-style-type: none"> Follow written directions. Record results. 	<ul style="list-style-type: none"> Student worksheet Quiz 	PS 5