INSCHOOL FIELDTRIPS. C YOUNG CONGINEERS

LEARNING OUTCOMES:



GRADE ONE. things that move

Our Grade 1 fieldtrips are designed to ignite curiosity and creativity. Students will adhere to step-by-step instructions and will be given the opportunity to construct simple machines that move. They will also get the chance to enhance their models and improve their design.

Things That Move:

PIRATE SHIP (NON-MOTORIZED)

- Students will select the right materials to construct devices that produce motion.
- Students will understand the term stability and momentum, and how it contributes to the model.

Things That Move:

CONVEYOR BELT (MOTORIZED).

- Students will learn about the pulley system, and how it can be used to create motion over a long distance.
- Students will work together to create a longer and better functioning conveyor belt.

Things That Move:

FAN (MOTORIZED)

- Students will use gears to create motion of a rotating propeller that cools a child's face.
- Students will learn about techniques to increase the speed of their fan using gears, allowing you to share the cool breeze with others.

