

# Discover: Fourth Grade Unfield Trip



## Join the Amazeum for an Unfield Trip!

Your Discover Unfield Trip starts here! Watch this [orientation video](#) for tips on how to utilize Discover with your students.

### Exhibit Dive: Nickelodeon “N”

Start your Virtual Unfield Trip by watching this video about the [Nickelodeon “N”](#), [Nickelodeon “N” en Español](#), exhibit at the Scott Family Amazeum.



### Discuss and/or write down:

What did you notice?

What do you wonder?

Have you seen anything like this before?

### Literacy Connection

After watching the exhibit video, read *Orion and the Dark* by Emma Yarlett.



### Discuss and/or write down:

What problem does Orion solve?

What materials does Orion use?

Does light look different during the day compared to the night or dark?

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## Activity Exploration

Watch this [Paper Circuits activity video](#), then check out the [Paper Circuits activity guide \(Circuitos de Papel\)](#), and do the activity together!

Look through this [list of materials](#) needed.

## Discuss and/or write down:

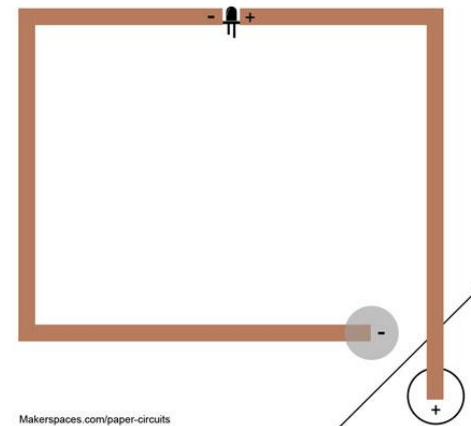
What tools and materials did you use to create?

Draw what you created!

What challenged you?

What surprised you?

## Simple Circuit



Take pictures and videos of your process to share! You can send them to [mgarcia@amazeum.org](mailto:mgarcia@amazeum.org)

## NGSS Standards Addressed

- **4-PS3-2:** Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.
- **4-PS4-2:** Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.
- **4-ETS1-1:** Define a simple design problem reflecting a need or want that includes specified criteria for success and constraints on materials, time, or cost.
- **4-ETS1-2:** Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
- **4-ETS1-3:** Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.