Discover: Kindergarten Unfield Trip



Join the Amazeum for an Unfield Trip!

Your Discover Unfield Trip starts here! Watch this <u>orientation video</u> for tips on how to utilize Discover with your students.

Exhibit Dive: Tornado Exhibit

Start your Virtual Unfield Trip by watching this video about the <u>Tornado exhibit</u>, <u>Exhibixión de Tornado</u> at the Scott Family Amazeum.



Discuss and/or write down:

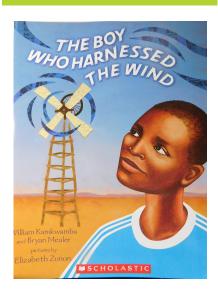
What did you notice?

What do you wonder?

Have you seen anything like this before?

Literacy Connection

After watching the exhibit video, read *The Boy Who Harnessed the Wind* by William Kamkwamba..



Discuss and/or write down:

What objects were being pushed and pulled in this story?

Did William change his design?

What problem did William solve with his design?





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Activity Exploration

Watch this <u>Flying Creations activity video</u>, <u>Creaciones Volantes vídeo de actividad</u>, then check out the <u>Flying Creations activity guide</u>, <u>Creaciones Voladoras guía de actividades</u> and do the activity together!



What tools and materials did you use to create?

Did you change your design?

Draw what you created!

What would you do differently next time?





Take pictures and videos of your process to share! You can send them to mgarcia@amazeum.org

NGSS Standards Addressed

- **K-PS2-1:** Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object..
- **K-PS2-2:** Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull.
- **K-ETS1-2:** Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- **K-ETS1-3:** Analyze data from tests of two different objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.



