

PROJECT DESIGN: OVERVIEW

Name of Project: Summer Camp

Duration: Monday, June 18-21, 2018

Subject/Course: Incoming 6th Grade Camp

Teacher(s): Mrs. Ochoa,
Mrs. Humphrey, Ms.
Hernandez, Mrs. Bendele,

Grade: Incoming 6th

Other subject areas to be included, if any:

Activity

Humphrey

Monday, June 18, 2018

Objective: To use the engineering design process to design and build a device that will set off a mouse trap

Supplies: mouse traps, masking tape, straws, spaghetti, string

Procedure:

1. Students will build a device of their design using the supplies listed above.
2. The goal is to be able to set off the mouse trap 6 feet away while standing behind a table
3. They cannot move the table or get in front of the table
4. Only one person is allowed to attempt to set off the mouse trap
5. During the design process, students are allowed to test their device.

Tuesday, June 19, 2018

Objective: Across the River - Students will work as a team to solve the problem of getting everyone across the river on the raft while following certain constraints

Supplies: printouts of people, raft; markers

Procedure:

1. Hand out the following supplies to each group: printouts of people and raft, one large piece of butcher paper
2. Have one person from each group draw a river through the middle of the butcher paper
3. Students must figure out how to get everyone across the river while following the constraints below:
 - a. Only 2 people on the raft at a time

- b. The father cannot stay with any of the daughters, without their Mother's presence
 - c. The mother cannot stay with any of the sons, without their father's presence
 - d. The thief cannot stay with any family member, if the policeman is not there
 - e. Only the father, the mother, and the policeman know how to operate the raft
4. The students can write out different scenarios or steps until they find the right combination to get everyone across
 5. The solution:
 - a. Policeman + thief cross the river
 - b. Policeman returns
 - c. Policeman + boy #1 cross river
 - d. Policeman + thief return
 - e. Father + boy #2 cross river
 - f. Father returns
 - g. Mother + father cross river
 - h. Mother returns
 - i. Policeman + thief cross river
 - j. Father returns
 - k. Mother + father cross river
 - l. Mother returns
 - m. Mother + girl #1 cross river
 - n. Policeman + thief return
 - o. Policeman + girl #2 cross river
 - p. Policeman returns
 - q. Policeman + thief cross river

Wednesday, June 20, 2018

Objective: To use team building and communication skills to recreate a lego design without being able to see it

Supplies: legos

Procedure:

1. The teacher will build some sort of design or structure using legos
2. There will be one student chosen by each group to be the communicator..
 - a. They are the only one in the group that will be able to see the lego design
 - b. The original design will be behind a wall or a board so that the other students can't see it
3. The rest of the group will be in a corner of the room separate from the other groups
 - a. They will have the legos needed to recreate the design, but they will not be put together or in any sort of order

	<ol style="list-style-type: none"> 4. The rest of the group are the builders 5. One person at a time is allowed to go to the communicator and ask them a question. <ol style="list-style-type: none"> a. They are allowed to only ask one question per visit b. That could be what piece or color they need or how to assemble the pieces once they have them 6. The communicator can only explain to them one piece or step at a time 7. The builders must come one at a time to learn the pieces or steps to build 8. They are not allowed to see the completed design ever 9. They must take what they hear back to the group and then try and recreate the design 10. At the end we will all come together and compare designs and see who got theirs the closest. <p><u>Thursday, June 21, 2018</u> Field Trip to the aquarium</p>
Ochoa	<p><u>Monday, June 18, 2018</u> Objective: Students will design and launch their invention they create.. Supplies: soldier (1 per student in each rotation), dixie cup (1 per student), spoons, 2 rubber bands, 2 ft of string Procedure:</p> <ol style="list-style-type: none"> 1. Students will collect their materials. 2. I will explain to the students they want to construct a launcher that will fly their soldier the furthest. 3. Students will design and create their launcher (10-15 minutes unless I notice they need more time). 4. We will then compete in groups until we get all the way to a champion launcher. <p>Project originated from Pinterest <u>Tuesday, June 19, 2018</u> Objective: Students will construct a free standing structure out of newspaper that will support different objects. Supplies: Newspaper, masking tape, different types of balls. Procedure:</p> <ol style="list-style-type: none"> 1. Students will get -- sheets of paper and a couple feet of tape in order to construct a free standing structure. We will test the strength of each with different balls. They will work in a group to create their structure. <p>Project originated from Pinterest <u>Wednesday, June 20, 2018</u> Objective: The students will work and communicate as a team in order to accomplish the given task of their group. Supplies: First activity: 9- yarn attached to a rubber band & 6 solo cups per group. Second activity: 2 binder rings with yarn already attached, different objects to balance. Procedure:</p> <ol style="list-style-type: none"> 1. Students are divided into groups of 4 or 5 depending on the number of kids on the group.

	<ol style="list-style-type: none"> 2. In the center of the groups, students will have 6 Solo cups. 3. Each group has a rubber band that has yarn attached. As a group they will have to make different structures using only the rubber band contraption. I will throw in different challenges along the way in order to encourage them to work together to accomplish the task at hand. 4. Second team building activity: Students are split into 2 teams. 5. Each person in the group will grab onto the different pieces of yarn. The yarn pieces are linked to a binder ring. 6. All students are sitting on the ground. I will place an object onto the ring. The goal is for them to talk and work together to get everyone in a standing position and back down without dropping the item in the center. Different objects will include a tennis ball, baseball, basketball. Team that communicates the best and accomplishes the goal the fastest wins. <p>Project originated from Pinterest <u>Thursday, June 21, 2018</u> Field Trip to the aquarium</p>
Hernandez	<p><u>Monday, June 18, 2018</u></p> <p>Objective: Students will harvest as many fish as you can without destroying the ocean. Use your experience to understand the conditions leading to the "tragedy of the commons." Devise strategies to avoid depletion of a limited common resource. Apply your experience in class to global environmental problems.</p> <p>Supplies: • Goldfish crackers • Plastic bowls (lakes) & sleeves of fabric to cover • Straws</p> <p>Procedure: Divide into groups of 4. Each group should sit in a circle around the "lake".</p> <p>The goal of this activity is to see how each of you will behave when resources are not privately owned.</p> <p>The fish represent resources that can be harvested from the lake.</p> <p>Each fish is worth \$10.</p> <p>The more fish you catch, the more money you will receive. You must fish by sucking up the "fish" from the "lake" with straws.</p> <p>You will get a chance to fish once a year (which lasts one minute) to determine your income for the year.</p> <p>You should rotate your fishing order every year so that everyone has a chance to go first. It is your choice of how many fish you take, however, you must catch at least one fish to stay afloat. Each fishing session represents one generation of fish. The fish in your lake will reproduce once a year. [See your teacher at the end of each year - each remaining fish is able to spontaneously reproduce and make one new fish (4 fish become 8, i.e., to a maximum of 16, which is the carrying capacity of the lake)]. Keep the fish that you "catch" in front of you. When your group runs out of fish, the game is over for you.</p> <p>(file:///C:/Users/c-herna1/Desktop/Externship%202017/TOTCGoldfishActiv.pdf) Source of activity.</p> <p><u>Tuesday, June 19, 2018</u></p> <p>Objective: Students will demonstrate how the eyes can try to control the brain and draw an object.</p> <p>Supplies: Paper, pencil, blindfold, objects or still lifes set up for students to draw)</p>

	<p>Procedure: <u>Wednesday, June 20, 2018</u> Objective: Supplies: Procedure: <u>Thursday, June 21, 2018</u> Field Trip to the aquarium</p>
Bendele	<p><u>Monday, June 18, 2018</u> Objective: Supplies: Procedure: <u>Tuesday, June 19, 2018</u> Objective: Supplies: Procedure: <u>Wednesday, June 20, 2018</u> Objective: Supplies: Procedure: <u>Thursday, June 21, 2018</u> Field Trip to the aquarium</p>
Gossett	<u>Monday</u>
Minute to Win It Days	<p><u>Monday (Humphrey)</u> <u>Tuesday (Ochoa & Hernandez)</u> <u>Wednesday</u></p>
Notes:	



Supplies: