



BricQ Motion Essential

Winning with Science

This unit will develop your students' understanding of forces and motion as they engage in and conduct investigations about the effects of balanced and unbalanced forces. They'll investigate the patterns in an object's motion, developing and sharpening their ability to predict future motion. Along the way, they'll develop their collaborative conversation skills as they effectively engage in a range of discussions.

🏠 Grades 3-5

STEAM

🖥️ Hybrid

Science, STEAM

Lessons

Hybrid

Track and Field

BricQ_Motion Essential

Which can you do best? Running, jumping, or throwing? Let's get out onto the track and find out!

Science, STEAM

30-45 min. Beginner Grades 3-5



Race Car

BricQ_Motion Essential

The light changes from red to green, and off you go! Did your pit team choose the right wheels? Will your team win?

Science, STEAM

30-45 min. Beginner Grades 3-5



Hybrid

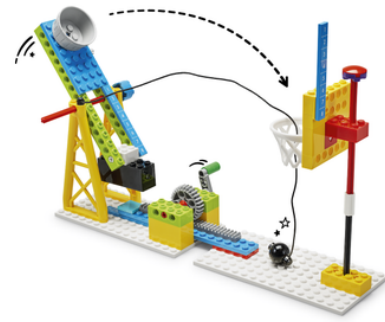
Free Throw

BricQ Motion Essential

Explore the motion of a basketball when scoring a three-point throw. Can you score a perfect basket every time?

Science, STEAM

30-45 min. Intermed. Grades 3-5



Bobsled

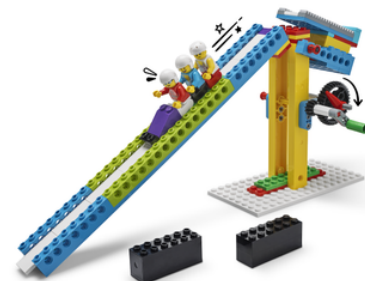
BricQ Motion Essential

The crowd cheers as bobsleds zoom down the ice track! What sets the winner apart?

Grab your crash helmet and get ready to ride a bobsled to find out!

Science, STEAM

30-45 min. Intermed. Grades 3-5



Weightlifter

BricQ Motion Essential

Explore the motion of a weightlifter as they train at the gym. How

can mechanical advantage help them to lift more weight?

Science, STEAM

30-45 min. Advanced Grades 3-5

Gravity Car Derby

BricQ Motion Essential

Build your car, find a hill, and off you go! Remember to stay safe out there.

Science, STEAM

30-45 min. Advanced Grades 3-5

Hybrid

Cheering Crowd

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Your students will explore the engineering design process in this final project, which tests their understanding of balanced and unbalanced forces.

The race is nearly over. The runners come around the final bend, they can see the finish line, and the crowd goes wild!

Science, STEAM

45-90 min. Advanced Grades 3-5

