TABLE OF CONTENTS

GETTING STARTED

Introduction5
How to Use this Book
Standards
Integration in the Engineering
Design Challenge 14
STEAM Design Process
Recording Information in a Science Notebook

EARTH AND SPACE SCIENCE

Busy Beavers	20
Can't Miss!	26
Don't Raise the Roof	32
Mini Meteorologists	38



Animals on the Go	74
Fossil Fakeout	80
Help the Hives	86
You're in the Doghouse!	92



A"Maze"ing Magnets	98
Building Suspense 1	04
Cargo Contraptions 1	10
Over-Engineered 1	16
Shark Frenzy 1	22

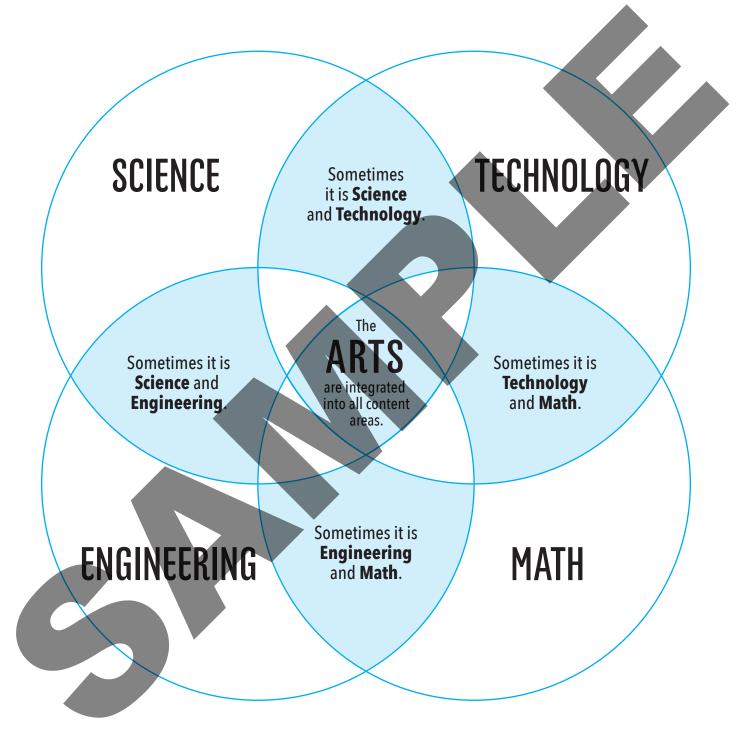
🔅 ENGINEERING DESIGN

Galactic Gliders	44
Million Dollar Geo Man	50
Perfect Pirate Plan	56
Pretzerella	62
The Sky's the Limit	68

APPENDIX

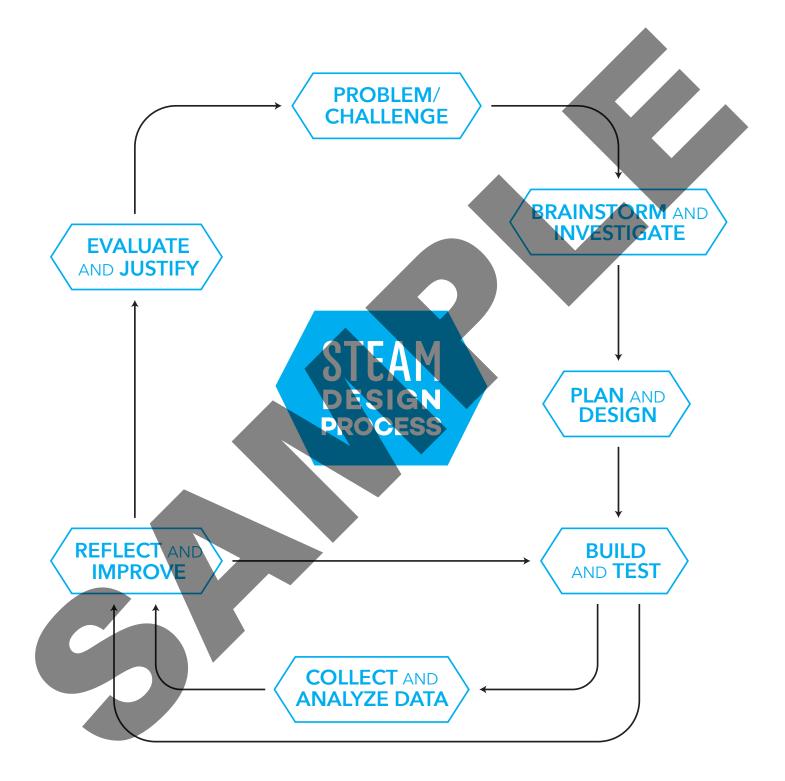
Lesson Plan-Specific Reproducibles 129
Individual Blueprint Design Sheet 139
Group Blueprint Design Sheet 140
Budget Planning Chart 141
STEAM Job Cards 142
Science Notebook Cover 143
STEAM Money 144
STEAM Rubric 146
Glossary
Bibliography 151

INTEGRATION IN THE ENGINEERING DESIGN CHALLENGE



Sometimes it is all five!

STEAM DESIGN PROCESS

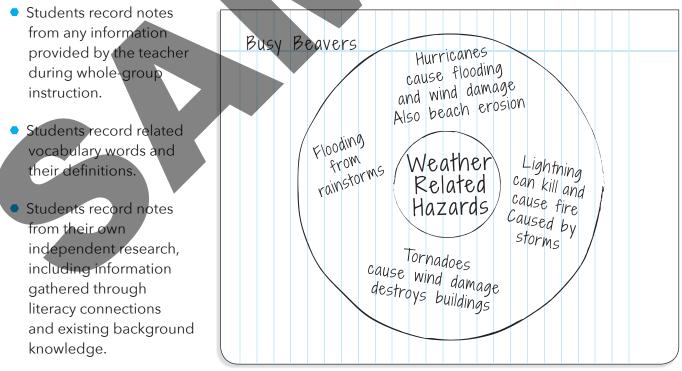


RECORDING INFORMATION IN A SCIENCE NOTEBOOK

tudents will record their thinking, answer questions, make observations, and sketch ideas as they work through each design challenge. It is recommended that teachers have students designate a section of their regular science notebooks to these STEAM challenges or have students create a separate STEAM science notebook using a spiral notebook, a composition book, or lined pages stapled together. A generic science notebook cover sheet has been provided in the Appendix.

Have students set up their notebooks based upon the natural breaks in the lesson. Remind students to write the name of the design challenge at the top of the page in their notebooks each time they prepare their notebooks for a new challenge.

Pages 1-3 Background Information



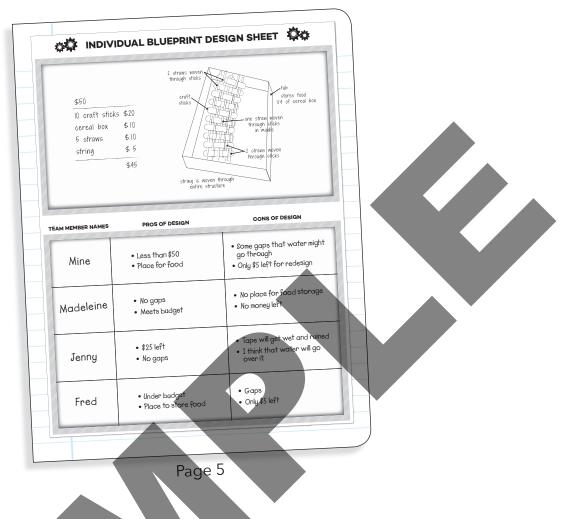
Page 1

Busy Beavers	Busy Beavers
VOCABULARY	NOTES FROM TEXTBOOK
 dam - a barrier built by man or in nature (like a beaver dam) to slow down or stop the flow of water from a stream or river. engineer - someone who designs and builds a structure or material in order to solve a problem or make something work better. hazard - something that can be a risk or cause harm to a person, to property, or to the environment. 	 p.16 - Floods Floods can happen anywhere but usually happen when it rains for a very long time or rains a huge amount in a very short time. p.17 - Drought A drought is the shortage of water over a long period of time. It can be the cause of brush fires and wildfires.
Page 2	Page 3
age 4 Dilemma and Mission	Busy Beavers
	DILEMMA ENGAGE

- Display the dilemma and mission for students to record.
- Or make copies of the dilemma and mission for students to glue into their notebooks to use as a reference.

DILEMMA ENGAGE

STEAM ACTION axter, head beaver of the Dam Construction Project, has noticed that there has been increased flooding from excessive rainfall in the wetlands. The rain is sweeping away the dam that the beavers have been working on over the past three months. Baxter needs your help! Heavy rainfall is becoming more common in this habitat, and he needs to design a sturdier and effective dam that will keep these busy beavers safe from predators! The dams that they build are also a place for the beavers to store food for their families. MISSION Create a dam that allows the least amount of flooding water to pass through it in order to save the beaver habitat and protect these creatures.



Page 5 Blueprint Design

- Students draw their own suggested design. Then students write the pros and cons of both their and their teammates' designs.
- Or make copies of the Individual Blueprint Design Sheet for students to complete and glue into their notebooks.



	Busy Beavers	Busy Beavers
AFTER TEST TRIAL 1	REFLECTIONS EXPLAIN & ELABORATE How much water was in the bucket after the "flood"? Which team had the least amount of water in the bucket? Did certain materials or design features make a difference?	UTEST TRIAL I Our team had almost I gallon of water get past our dam into the bu No one was successful at stopping the water from getting past their
ANALYSIS	What changes can you make to your prototype to allow less water to flow through your dam?	LANALYSIS We are going to try and use craft childs to
AFTER TEST TRIAL 2	Did you have more or less water in the bucket after your redesign? If you could change out some of your materials, what would you use this time? Why?	TEST TRIAL 2
ANALYSIS	What changes do you need to make in order to have less water in the bucket? Why?	We had less water after the second trial. We only lost 1/2 gallon of into the bucket. We would like to change some of our "woven" straws craft sticks to make the structure changes.
AFTER TEST TRIAL 3	Which team of engineers had the dam that let through the least amount of water? What features made this prototype most effective?	craft sticks to make the structure stronger. ANALYSIS We have just enough money to buy 2 more craft sticks. We are going swap them for two of our straws to make our structure more stable, water keeps bending our structure and going over it. We think adding craft sticks will help. <u>TEST TRIAL</u> Our thind design let the least amount of water through than anyone else only 2 cups of water. I think that it was effective because our design not have any gaps. We used straws to make a tight weave. We added craft sticks to provide support and stability.

Page 6

Page 7

Pages 6-8 Engineering Task, Test Trial, Analyze, Redesign

- Students record analysis questions from the teacher and then record their answers. Or provide copies of the questions for students to glue into their notebooks.
- Record their reflections on the components of the prototypes that were successful and those that were not.
- Include additional pages as needed to allow students to record any notes, observations, and ideas as they construct and test their team prototype.

Busy Beavers

SUMMARY

I learned that flooding or flowing water can be a powerful force. It knocked down, went through, or went over everyone's prototypes during the first test trial. In order to succeed in slowing down the water flow, we needed to make our structure as secure and steady as possible.



BUSY BEAVERS



STEAM

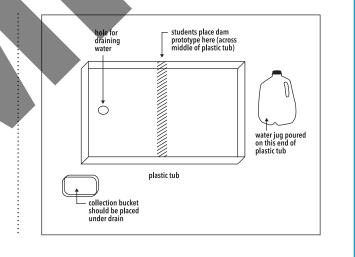


DESIGN CHALLENGE PURPOSE

Design a beaver dam to slow flooding water.

TEACHER DEVELOPMENT

B eavers play an important role in the upkeep of the wetlands environment. Wetlands are home to a variety of animal species. Wetlands absorb large amounts of water, which counteracts the effects of heavy rainfall and can prevent potential floods. Beaver **dams** can act as natural filters that keep sediment and toxins from flowing into streams and oceans. Beavers create dams in order to protect themselves from predators.



S T E A M

STUDENT DEVELOPMENT

Prior to beginning this lesson, students should research and obtain information on ways in which humans and animals, such as beavers, can reduce the impact of weather-related hazards. Have students participate in a discussion about weather-related hazards. Facilitate the discussion with questions such as What types of damage can be caused by weather-related hazards? What impact do these weatherrelated hazards have on the environment? How can we help design solutions to protect our environment from the weather?

Note: Visit the website listed on the inside front cover for information about ways humans and animals can reduce the impact of weather-related hazards.

:	STAN	DARDS		
TECHNOLOGY	ENGINEERING	ARTS	MATH	ELA
ISTE.2	3-5-ETS1-1	Creating #1	CCSS.MATH. CONTENT.3.NBT.A.2	CCSS.ELA- LITERACY.W.3.7
ISTE.3	3-5-ETS1-2 3-5-ETS1-3			CCSS.ELA- LITERACY.SL.3.
	ISTE.2	TECHNOLOGYENGINEERINGISTE.23-5-ETS1-1ISTE.33-5-ETS1-2	ISTE.2 3-5-ETS1-1 Creating #1 ISTE.3 3-5-ETS1-2	TECHNOLOGYENGINEERINGARTSMATHISTE.23-5-ETS1-1Creating #1CCSS.MATH. CONTENT.3.NBT.A.2ISTE.33-5-ETS1-2ISTEISTE

SCIENCE & ENGINEERING PRACTICES

Obtaining, Evaluating, and Communicating Information: Obtain and combine information from books and other reliable media to explain phenomena.

Engaging in Argument from Evidence: Make a claim about the merit of a solution to a problem by citing relevant evidence about how it meets the criteria and constraints of the problem.

BUSY BEAVERS

STEAM

