

Overview
<b>Civil Engineering: Designing Bridges</b>
<b>Target Grade Levels: Primary (K-2)</b>
<p><b>Big Ideas:</b>                      A force is a push or a pull.                      When all forces acting on a structure are balanced, the structure is in a state of static equilibrium.</p>
<p><b>Unit Summary:</b>                      This unit guides students to discover and discuss the connections between the science topics of force, balance and stability; the design of bridges; and the field of civil engineering.</p>
<p><b>Essential Questions:</b>                      How do civil engineers build stable structures?                      How can the Engineering Design Process help us solve problems?</p>
Standards Addressed
<p><b>Next Generation Science:</b>                      4-PS3-1. – Use evidence to construct an explanation relating the speed of an object to the energy of that object.                      4-PS3-3. – Ask questions and predict outcomes about the changes in energy that occur when objects collide.  <b>Technology/21<sup>st</sup> Century Skills:</b> Creativity and Innovation, Critical Thinking, Problem Solving and Decision Making</p> <p><b>Engineering:</b>                      3-5-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.                      3-5-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.                      3-5-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.</p> <p><b>Arts:</b>                      AH-I-SA-U-2 – Understand the principles of design and the elements of visual arts.                      AH-I-SA-U-4 – Understand that existing and emerging technologies can inspire new applications of structural components.</p> <p><b>Math:</b>                      CCSS.Math.Practice.MP2 – Reason abstractly and quantitatively.                      CCSS.Math.Practice.MP4 – Model with mathematics.                      CCSS.Math.Practice.MP5 – Use appropriate tools strategically.                      3-5.OA – Operations and Algebraic Thinking</p>

\*Lesson plans subject to change.

\*\*Accommodations/Modifications – for student specific accommodations, see *Confidential Folder* in wall tray.

Learning Targets	Learning Activities/Instructional Strategies	Evaluation/Assessment
<p><b>I CAN...</b> ...identify engineers as the people who design objects. ...describe the role of civil engineers in identifying and addressing forces acting on a structure. ...design, build and tests a bridge.</p>	<p><b>Daily Structure:</b> STEAM Townhall (5 minutes, whole group, direct instruction) Center Work (40 minutes, independent, small group practice) Reflection (5 minutes, whole group, independent reflection) <b>Contact Hour 1 – Preparatory Lesson:</b></p> <ul style="list-style-type: none"> <li>Examine everyday examples of technology</li> </ul> <p><b>Contact Hour 2 – Javier Builds a Bridge:</b></p> <ul style="list-style-type: none"> <li>Read the story Javier Builds a Bridge</li> <li>Learn about various types of bridges</li> <li>Talk about what civil engineers do for their jobs</li> <li>Become familiar with the Engineering Design Process</li> </ul> <p><b>Contact Hour 3 – Pushes and Pulls:</b></p> <ul style="list-style-type: none"> <li>Examine several different structures and observe how each is affected by a force</li> <li>Brainstorm and implement some engineering solutions to prevent forces from a causing a structure to fail</li> <li>Discuss how civil engineers work to counteract the forces (pushes and pulls) on a structure in order to make it stronger and more stable</li> </ul>	<ul style="list-style-type: none"> <li>Anecdotal notes</li> <li>Teacher observation</li> <li>Discovery Journal</li> <li>Daily Student Reflections</li> <li>Self-Assessment</li> <li>Day 2-5 DIY Projects</li> <li>DIY Products</li> </ul>
<p><b>Critical Vocabulary</b></p>		
<p>Force Push Pull Static Equilibrium/Balance Arch Beam Abutment Failure</p>	<p><b>Contact Hour 4 &amp; 5 – Bridging Understanding:</b></p> <ul style="list-style-type: none"> <li>Create three different types of bridges (beam, arch, and deep beam) out of index cards</li> <li>Test each type of bridge to see how much weight it can support and how adding weight affects the structure of the bridge</li> <li>Examine the materials available for designing bridges and brainstorm how the materials might be used</li> </ul> <p><b>Contact Hour 6 &amp; 7 – Designing a Bridge:</b> Use the Engineering Design Process to design a bridge made from paper and other materials Test and improve bridges using the evaluation criteria of strength and stability</p>	<p><b>Questioning Examples</b></p> <p>How have today's experiences inspired me? What was my biggest success today? What was my biggest failure today? How would I reteach what I learned?</p>
<p><b>Accommodations/Modifications**</b></p>		
<p>Technology Visual Timer Redirection Corrective Feedback Preferential Seating Model targeted skills/direction Structured transition w/advanced warning Frequent and positive feedback</p>		<p>How is what I created... ...beautiful? ...thoughtful? ...personally meaningful? ...sophisticated? ...shareable? ...moving? ...enduring?</p> <p>How could you create a bridge to withstand the forces of an earthquake?</p>

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		<p><b>NO HOMEWORK</b> – students may continue to explore <a href="http://www.diy.org">www.diy.org</a> at home, but are discouraged from creating a personal account as it will not count towards STEAM credit.</p>				
Teacher Reflection/Notes						
Higher Order Thinking	Scaffolding	21 <sup>st</sup> C. Skills	Learning Styles	Student Reflection	Project-based	
Student Choice	Global Perspective	Interdisciplinary	Student-Centered	Critical Thinking	Differentiation	
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