

E.Z. SCIENCE

GRADES 1-6



SUBJECTS



Writing



Chemistry



Art



Design Thinking



Physics

UNIT OVERVIEW

In E.Z. Science™, children conduct experiments, solve puzzles and create games in order to help the manager of a famous science magazine keep subscribers happy. As they help the magazine publish solutions to everyday problems, children encounter engaging lessons in physics, mathematics, engineering, invention and the arts. Building valuable skills with each hands-on activity, children are introduced to the writing process and the challenges of entrepreneurship as they use their creativity to save the day.

CURRICULUM HIGHLIGHTS

THIS UNIT EMPHASIZES THESE INNOVATION MINDSET HABITS:



Practicing Innovation and learning about historical timelines.



Building an understanding of entrepreneurship while overcoming obstacles to run a successful business.



Exploring a variety of STEM concepts while sketching and constructing prototypes.

UNIT PROTOTYPES

IN THIS UNIT, CHILDREN CREATE:

- Sand Clock
- Egg Protecting Device
- Invention to Make Schoolwork Easier
- Original Board Game
- Printing Process Device
- Delivery Map