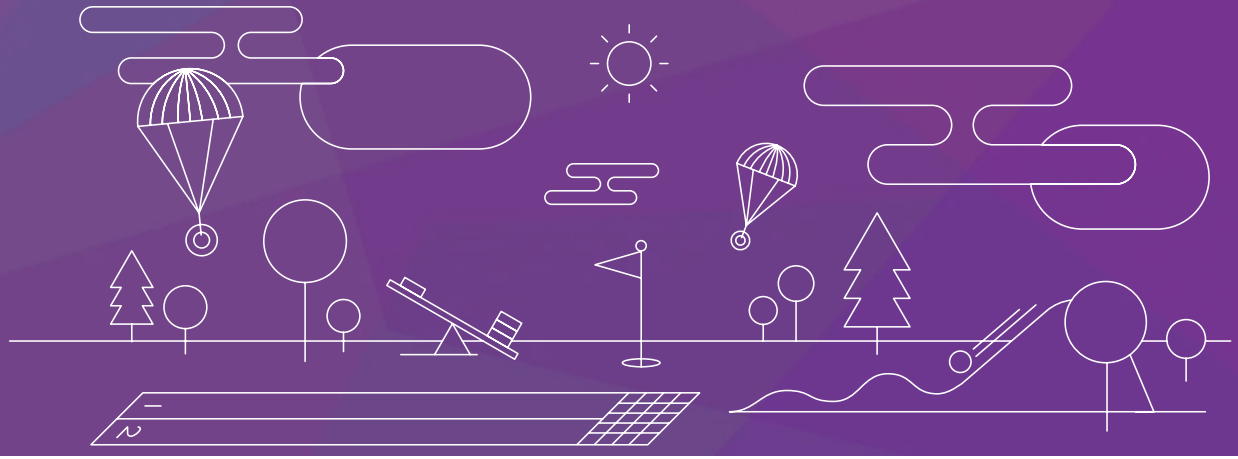
PHYS ED: PHYSICS IN MOTION

GRADES 1-6



SUBJECTS

- Physical Science
- Engineering
- Design
- Measurement
- Algebraic Thinking
- Energy
- Fluid Dynamics
- Aerodynamics

UNIT OVERVIEW

In Phys Ed: Physics in Motion™, children team up to create imaginative games inspired by famous scientists including Galileo, Newton, Bernoulli and Gilbert. Through fast-paced, creative problem solving, children explore and experiment to discover how and why objects move. They investigate the laws of gravity, energy, friction, motion and magnetism, and they build perseverance and pride as they determine how to incorporate each of these concepts into their dynamic game designs.

CURRICULUM HIGHLIGHTS

THIS UNIT EMPHASIZES THESE INNOVATION MINDSET HABITS:

PERSISTENCE — Developing persistence while experimenting with air pressure to complete an exciting parachute challenge.

STEM — Engaging in STEM exploration by creating an innovative golf game based on Newton's laws of motion.

CONFIDENCE — Gaining confidence by investigating magnetic fields and building kinetic sculptures.

UNIT PROTOTYPES

IN THIS UNIT, CHILDREN CREATE:

- Ramp
- Miniature Golf Course
- Parachute Drop
- Shuffle Bowling
- Maze for Magnets
- Gravity Towers
- Kinetic Sculptures

Learn more about Club Invention here.