

Lego Machines | Strand: Engineering | Skill: Beginner



STRAND:
Engineering



FUTURE READY SKILLS:

- Complex Problem Solving
- Critical Thinking
- Creativity
- Coordinating with Others
- Emotional Intelligence
- Judgment and Decision Making



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AUTHOR(S): Sarah Robinson, Highlands SD

Implementation shown: **EARLY CHILDHOOD**



RESOURCE LIBRARY TOOL(S): N/A

OTHER: LEGO Early Simple Machines Set, BrainPOP! Subscription

OVERVIEW: Students will be able to observe, investigate, and create simple machines using the LEGO Early Simple Machines Set.

ADAPTATION: This pathway can be adapted for different levels of student ability based on their prior knowledge of simple machines. Collaborative groups could help students who are struggling with concepts help each other.

Rationale

To introduce students to simple machines and to discover mechanical principles by exploring, investigating, and solving tasks.

Essential Questions:

- How do simple machines work?
- How can I create a simple machine?
- How can I build a simple machine to solve a problem?

**PATHWAY FOLDER
OF RESOURCES :**



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1) SIMPLE MACHINES, 80 mins

Students will learn what a simple machine is.



2) MACHINE SELECTION, 40 mins

Students are able to identify different kinds of simple machines and choose the best simple machine in a given situation.



3) MACHINE BUILD, 80 mins



Students will create and identify simple machines with LEGO.



4) PURPOSE BUILD, 80 mins

Students will create simple machines using LEGO to solve real-world problems.



ACTIVITY 1: SIMPLE MACHINES

 80 MINS  ONLINE	MATERIALS or RESOURCES: <ul style="list-style-type: none">• Simple machine books• Brain POP!	LEARNING GOALS: Students will be able to... <ul style="list-style-type: none">• Discuss what a simple machine is.• Identify pulleys, levers, gears, inclined planes, and wheels and axles.
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ACTIVITIES:

1. Ask students what they think a simple machine or a machine is.
2. Use this [Brain POP! Simple Machines](#) video ([or this one if you don't have a Brain POP! subscription](#)) to help explain what a simple machine is.
3. Use this [Brain POP! Lever](#) video ([or this one if you don't have a Brain POP! subscription](#)) to help explain levers to students.
4. Use this [Brain POP! Pulley](#) video ([or this one if you don't have a Brain POP! subscription](#)) to discuss pulleys.
5. Use this [Brain Pop! Wheel and Axle](#) video ([or this one if you don't have a Brain POP! subscription](#)) to help students understand a wheel and axle.
6. Use this [Brain POP! Gears](#) video ([or this one if you don't have a Brain POP! subscription](#)) to explain gears.
7. Use this [Brain POP! Inclined Plane](#) video ([or this one if you don't have a Brain POP! subscription](#)) to explain inclined planes.
8. Let students explore books about simple machines.
9. A great resource you could purchase on Teachers Pay Teachers could be [Little Learners Science: All About Simple Machines](#) to enhance your students' learning and create visuals for them.



ACTIVITY 2: MACHINE SELECTION

 40 MINS  ONLINE	MATERIALS or RESOURCES: <ul style="list-style-type: none">• Brain POP! Subscription	LEARNING GOALS: Students will be able to... <ul style="list-style-type: none">• Correctly identify simple machines.• Choose the best simple machine to help in a given situation.
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ACTIVITIES:

1. Teach class how to play [Simple Machines Game](#) on Brain POP!. This will give students some more ideas on how to choose the best simple machine to solve a problem. **Note: BrainPOP! Subscription is necessary for this activity.**



ACTIVITY 3: MACHINE BUILD

 80 MINS  ONLINE	MATERIALS or RESOURCES: <ul style="list-style-type: none">• LEGO Early Simple Machines Set	LEARNING GOALS: <p>Students will be able to...</p> <ul style="list-style-type: none">• Create simple machines with LEGO.• Identify different simple machines they have created.
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ACTIVITIES:

1. Review simple machines with students.
2. Use the [LEGO Early Simple Machines Set](#) to let students create Simple Machines.
3. Establish rules for groups as they work in each LEGO set. For example: being kind, working together, being responsible.
4. Use the [LEGO Early Simple Machines Cards](#) to guide students as they create simple machines.
5. When students are finished, ask them to identify some of the simple machines they built.

ACTIVITY 4: PURPOSE BUILD

 80 MINS  ONLINE	MATERIALS or RESOURCES: <ul style="list-style-type: none">• LEGO Early Simple Machines Set	LEARNING GOALS: Students will be able to... <ul style="list-style-type: none">• Work collaboratively to create their own simple machines.• Work collaboratively to create simple machines guided by directions to solve a problem.
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ACTIVITIES:

1. Review simple machines with students.
2. Use the [LEGO Early Simple Machines Set](#) to let students create Simple Machines.
3. Let students use the legos to create their own simple machines. Try to have them build each of the different kinds of simple machines using the LEGO.
4. Then, give students LEGO Challenges to build a simple machine that would help solve a problem.
5. Here are the [LEGO Early Simple Machines Lesson Plans](#) to guide those activities in helping students solve real-world problems.



CONTACT INFORMATION

This Pathway was created by:

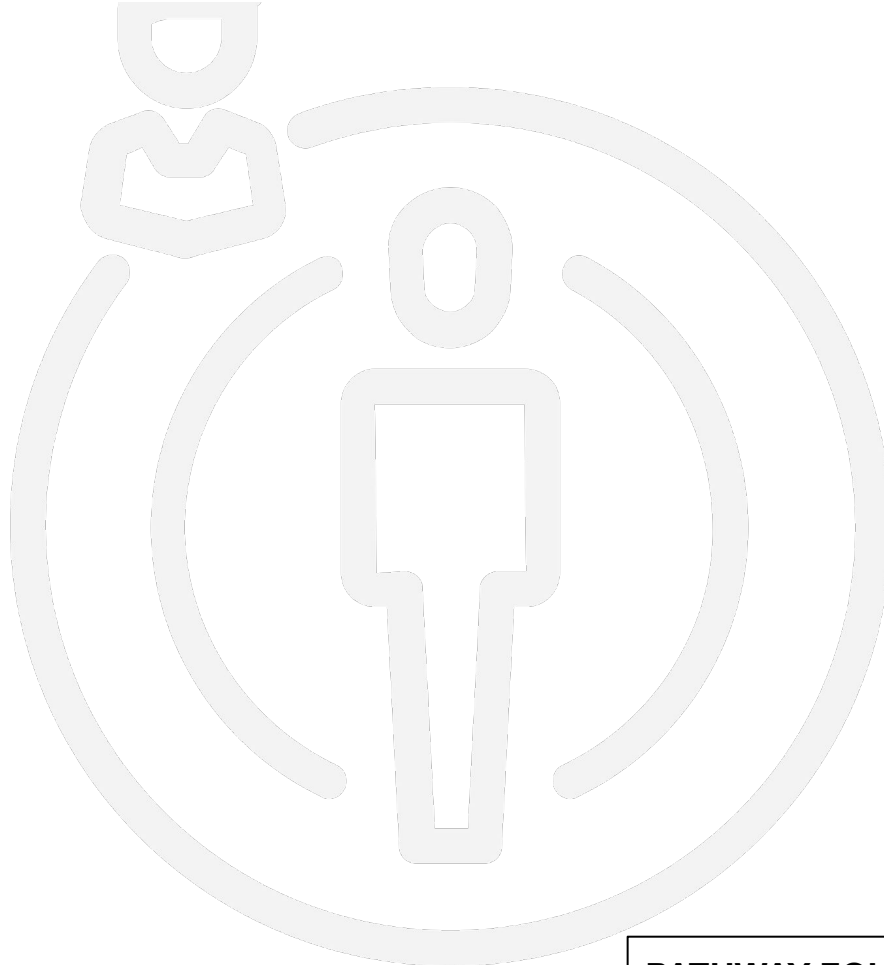
Name: Sarah Robinson

Position: First Grade Teacher

E-mail: srobinson@goldenrams.com

School and School District: Highlands SD

Feel free to contact us with any questions or suggestions, or to share your students' creations. We would love to see them!



**PATHWAY FOLDER
OF RESOURCES :**

