

Lesson Plan Form

Day and Date For Week of 9-2



Staff Member(s) Leading Activity JOHN BEDORTHA

Think About It:

Activity Title/Description Marble Run Racing

Skills children will accomplish Predictions Measurement Speed + Velocity

Which STEAM skills can be applied?

Child's Role in the Activity (e.g. Leadership/Participant) Participant + Recorder

Is additional staff needed? If so, describe. Yes No

Space Needed Caf

Activity will work in multiple spaces? Yes No

Materials Needed? Paper Pencils Marble run Stopwatch

Activity Introduction/ Sell It Race against time and each other as you test tracks for speed

Activity Directions:

Step-by-step description including rules and procedures. Continued back of form.

1. Assign each child a marble and a number. Number is starting position.
2. On paper draw two columns. Column A is for name/position and Column B is recorded time.
3. Build the marble run. Make sure it's sturdy and test run a marble before recording.

Think About It:

Activity Directions continued

4. One child gets the stopwatch, one gets the columned paper + pencil
5. Following the numbered starting order, each child puts their marble in the run. Measure time until it reaches the end.
6. Record times on paper. Run twice if there's interest
7. Rebuild the marble run differently and hypothesize about run times. Change who has stopwatch + paper. Repeat 5-6

Wrap up- Discuss activity highlights, benefits, successes, take aways

Talk about times: are they similar? any outliers?
what happened on the second track? who won?

Activity Duration:

What pitfalls might you expect?

Too many kids

How would you remedy them?

Split track pieces and build two runs
Could also use 3 Gravitrax to supplement

Evaluate the activity -

What went well?

What modifications would you make next time?