

Gr. 3 - Understanding Matter & Energy

Forces Causing Movement

Jitter Critter

Specific Expectations:

- 2.1 Follow established safety procedures for science and technology investigations.
- 2.2 Investigate forces that cause an object to start moving, stop moving, or change direction.
- 2.3 Conduct investigations to determine the effects of increasing or decreasing the amount of force applied to an object.
- 3.1 Identify a force as a push or a pull that causes an object to move.
- 3.2 Identify different kinds of forces.
- 3.3 Describe how different forces applied to an object at rest can cause the object to start, stop, attract, repel, or change direction.
- 3.4 Explain how forces are exerted through direct contact through interaction at a distance.
- 3.5 Identify ways in which forces are used in their daily lives.

Big Idea (for lesson):

Students investigate the forces causing movement by building a widget whose state of motion depends on the competing forces of friction and gravity. Students will describe the nature of both the forces themselves and the resulting motion.

Accommodations:

- Increase time
- Visual Aids
- Manipulatives
- Chunking
- Step-by-Step
- Scaffolding
- Copy of Notes
- Student Grouping

Differentiated Instruction:

- Content: Use demo to show the content as you offer verbal descriptions.
- Process: Have students work in pairs and support each other if physical impediments exist.
- Product: Students may show their final product in pairs, and communicate their findings either verbally, visually, or through written means.
- Other: _____

Bloom's Taxonomy:

- Knowledge
- Comprehension
- Application
- Analysis
- Synthesis
- Evaluation

Multiple Intelligence:

- Verbal/Linguistic
- Logical/Mathematical
- Visual/Spatial
- Bodily/Kinesthetic
- Naturalist
- Musical/Rhythmic
- Interpersonal

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Intrapersonal

Delivering The Lesson:

Portion & Timing	Grouping:			Introduction:	Materials
Minds On: 10 mins	W <input checked="" type="checkbox"/>	S <input type="checkbox"/>	I <input type="checkbox"/>	<p>Teacher can do a demonstration to introduce friction and its effect on movement for the lesson; either watch the video or do the demo in-person.</p> <p>Ask students (without showing the whole video) why they think the bottle did or didn't move? (<i>Answer: there was more rice in one bottle to rub against the chopstick and prevent it from sliding.</i>)</p> <p>Ask students if they think friction is useful, and if they can come up with any situations where friction would be bad.</p>	<p>Jitter-Critters – Floating Rice Trick – Cool Science Experiment. mp4</p> <p>2 – Plastic bottles</p> <p>2 – Chopsticks</p> <p>Rice</p> <p>2 – Beakers</p>
Action: 15 mins	W <input checked="" type="checkbox"/>	S <input checked="" type="checkbox"/>	I <input checked="" type="checkbox"/>	<p>Have students build their own jitter-critters according to the instructions on the handout. Teacher can circulate and ask questions of the different groups:</p> <p>-Do you think friction is involved with this situation as well? (<i>Answer: Yes, friction stops the critter's movement down the pole.</i>)</p> <p>-Can you describe the jitter-critter's motion using scientific language?</p> <p>-What makes the jitter-critter fall again? (<i>Answer: The force of gravity down on the critter</i>)</p> <p>-If you loosen the coil, what do you think will happen? (<i>Answer: There will be less rubbing and less friction, meaning it will fall more quickly.</i>)</p> <p>-What happens if you tighten the coil? (<i>Answer: there will be more friction, and the critter will either stay put or fall more slowly.</i>)</p>	<p>Jitter-Critter Handout (Materials listed)</p>
Consolidate: 10 mins	W <input checked="" type="checkbox"/>	S <input checked="" type="checkbox"/>	I <input type="checkbox"/>	<p>Have the students compare how quickly their jitter-critters fall, and discuss whether friction or gravity is the stronger force at play. Make a T-chart on the board and have students suggest situations where it would be ideal for friction to be greater (ie. running</p>	

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				shoes) and situations where it would be better for friction to be lessened (ie. the bottom of skis).	
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