

## Discovery Lab Description:

How can you make a ball launched from the Discovery catapult fly as far as possible? Students will explore this question and others to help them to better determine design solutions that work as intended to change the speed or direction of an object with a push or a pull.

## During your Discovery Lab students will be expected to:

- Sit in a large group and listen to instructions from the museum educator.
- Stay on task by completing their Guided Exhibit Exploration passport.

## It is important that teachers and chaperones:

- Help focus the students' attention at the various stations.
- Assist students with the hands-on activities and experiments when necessary.
- Engage students at a higher level by asking open-ended questions throughout the class
  - For example: why did you choose \_\_\_\_\_?"

## Literary connection:

To get students excited about the upcoming Discovery lesson we suggest reading the following story with your students: *Move it!: Motion, Forces and You*, by Adrienne Mason. This book takes the physics of why and how things move and transforms it into an enjoyable and easy to understand science book.

## Nevada Academic Content Standards in Science (NGSS):

K-PS2-2. Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull

