

DESIGNING LEARNING TASKS

Name of Curriculum: Motion and Design

STEP 1: IDENTIFY OPPORTUNITIES IN THE CURRICULUM

Lesson and Page Numbers:

pulling a vehicle: looking @ Force p41

What is the learning goal?

Students will draw conclusions about the effect of differently weighted strings on the motion of their string-pulled vehicles.

What data will students either be given or collect to analyze?

~~DB~~ The students will collect ^{data of} the movement of the vehicle using (Record sheet 3A.) different size washers and amounts of washers.

What scientific principle will students use to link their claim and evidence?

understanding that force applied to an ~~obj~~ object changes the motion of that object. (Newton's laws Motion #1, 2)

STEP 2: DESIGN COMPLEXITY OF THE LEARNING TASK

For each of the following characteristics consider how simple or complex you want the learning task to be depending on the needs of your students.

What question will you ask students?

Does the weight of the washers ^{change} ~~affect~~ the ~~distance~~ speed of the vehicle.

What specific data will you either provide students or have students collect?

Data from record sheet 3A
Comparing movement of vehicle
with #'s of washers.

How much data will you have students analyze?

5 trials.

What variation of the framework do you want students to include in their response?

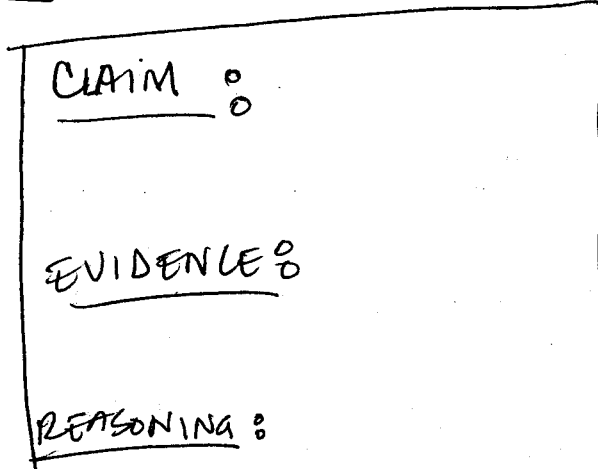
For example – complexity of the evidence, complexity of reasoning and inclusion of rebuttal

Variation 1

STEP 3: CREATE CLASSROOM SUPPORTS

Do you want to include any type of visual representation in your classroom? If yes, describe or sketch the representation.

GRAPHIC ORGANIZE THAT BREAKS DOWN VARIATION



Do you want to provide students with curricular scaffolds? If yes, draft the scaffolds below.

Consider – content specific, generic or combination AND level of detail to include

- MODIFIED VOCABULARY
 - VISUALS =
 - FOR EXAMPLE:
 - SAMPLE VARIATION POSTER
 - MODELING
- = washer