

Brandon Valley School District
District Learning Plan
May 11-15, 2020

Grade 5 Science



Brandon Valley School District Distance Learning Plan

LESSON/UNIT: Amusement Park Design

SUBJECT/GRADE: 5th Science

DATES: May 11-15



What do students need to do? Link to BV instructional video for week of May 11-15, 2020	<ul style="list-style-type: none"> ● Monday: See ELA page ● Tuesday: See Math page ● Wednesday: See Social Studies page ● Thursday: See ELA page ● Friday: It's time to design! students will design or create an amusement park. Your amusement park should resemble what you have compiled and worked on during the week. It should have a theme, rides, attractions, etc.. ~You will be creating either a drawing or model of the amusement park. See attached handout!
What do students need to bring back to school?	1. Bring back your drawing/model to BVIS or scan/email a picture to your science teacher
What standards do the lessons cover?	3-5-ETS1-1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
What materials do students need? What extra resources can students use?	<ul style="list-style-type: none"> ● Students will need paper to draw the amusement park or household materials/crafts to build a model.
What can students do if they finish early?	<ul style="list-style-type: none"> ● Mysteryscience.com ● Take virtual trip to Disney World and check out the rides and attractions: https://www.visitorlando.com/en/things-to-do/virtual-tours/walt-disney-world-resort
Who can we contact if we have questions?	<p><u>Brandon Valley Intermediate School</u> Principal- Mr. Skibsted- Nick.Skibsted@k12.sd.us Assistant Principal- Mr. Pearson- Rick.Pearson@k12.sd.us Science Teachers: Mrs. Sershen- gina.sershen@k12.sd.us (red team) Mr. Stroh- nick.stroh@k12.sd.us (white team) Mr. Metzger- tyson.metzger@k12.sd.us (blue team) Mr. Wiese- alex.wiese@k12.sd.us (silver team)</p>
<p><u>Notes:</u> Have a great week!</p>	

Instructional materials are posted below (if applicable)

Amusement Park Design

For the science portion, students will design or create an amusement park. Your amusement park should resemble what you have compiled and worked on during the week. It should have a theme, rides, attractions, and anything cool that you want in your amusement park! When you are completing your design, make sure you have everything in the checklist below. Put a check on the line when you have completed each item on the checklist.

Checklist:

1. Choose a model or drawing for your amusement park: _____

- A Model: You could use legos, boxes, crafts, or any other building material you have available. (Do not go and buy anything...use what you have at home!)

or

- A Drawing: You can draw your amusement park on paper! Make sure your rides/attractions are to scale on the paper.

~Here is an example of a drawing:

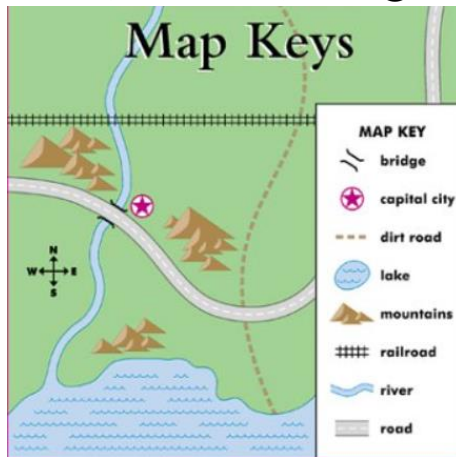


2. Your amusement park should have a theme and match what you have compiled, created and worked on during the week: _____
3. Make sure your amusement park has rides, attractions, and interesting sites:

4. After completing your design, make sure to give your amusement park a name:

5. Have a map key on your design so we know what each drawing represents:

*There is an example of the map key. Yours will be at the amusement park, so you will need symbols for rides, attractions, etc. 😊



6. Your amusement park needs to be creative and unique: _____

Have fun! We can't wait to see what you create! 😊