inquisitive

GRADE K · ENGINEERING DESIGN · FAST PATH

Unit: Build Me A House

Lessons in unit: 2 · 6 days · 20–30 min per day · 140 min total · ↳ Time-saving teaching move · ★ Checkpoint

1. What Is A House?	DAY 1 · 30 MIN	DAY 2 · 30 MIN	DAY 3 · 20 MIN
PHENOMENON QUESTION **What should a house do?** **OUTCOME** **Ask questions based on observations.** **Identify that houses are designed and built for a purpose to solve a problem.** **Understand that houses give us shelter.** **TIME** **3 days · 20–30 min per day** **80 min total**	10 MIN Activity 1 10 MIN Activity 2 10 MIN Activity 3	10 MIN Activity 4 ↳ Model the discussion for one house, then use partner talk for the remaining houses. 20 MIN Activity 5	20 MIN Activity 6

2. I'll Huff And I'll Puff!

PHENOMENON QUESTION
What type of house can't be blown down by a wolf?

OUTCOME
Develop a simple model of a house. Test and evaluate their model. Understand the importance of the materials used in helping the shape and stability of a structure.

TIME
3 days · 20 min per day
60 min total

Assessment: Anchor Maps and Autogradable Summative Assessments are not included within this pacing guide.

DAY 4 · 20 MIN	DAY 5 · 20 MIN	DAY 6 · 20 MIN
PREP Cut cardboard bases and roofs; set out the four teams' material trays.	20 MIN **Activity 2 · Part 3** Build the house and predict the test result. Keep the houses for the next day.	20 MIN **Activity 2 · Part 3 continued** Test, draw and explain the result, then compare houses. SAFETY: Teacher operates the fan; students observe from a safe distance.
10 MIN **Activity 1**		
10 MIN **Activity 2 · Parts 1–2**		