

IDEAS AND INVENTIONS MODULE

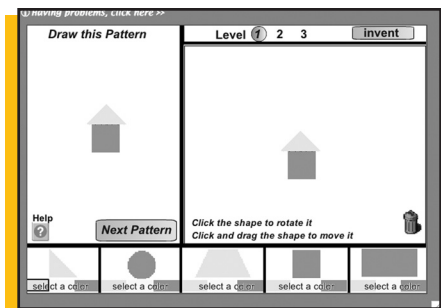
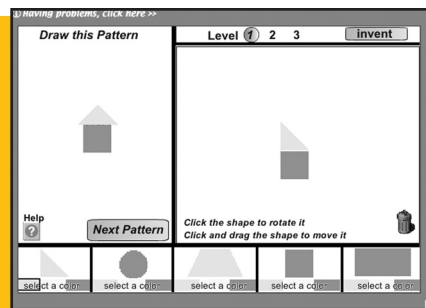
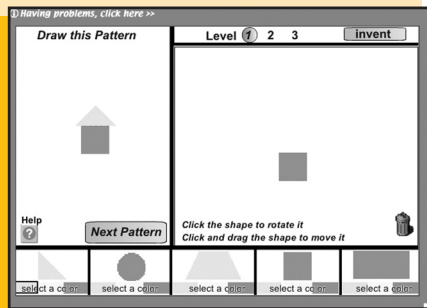
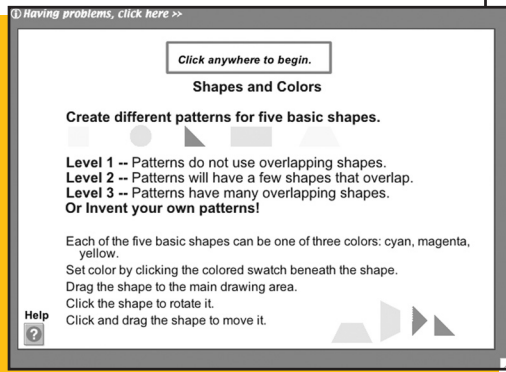
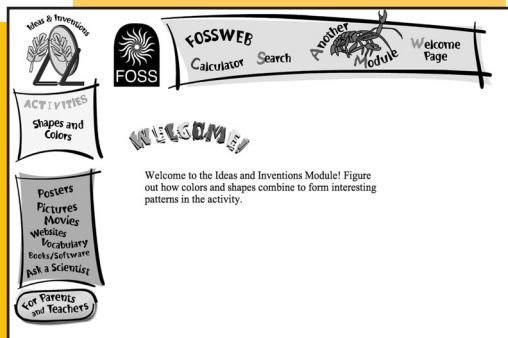
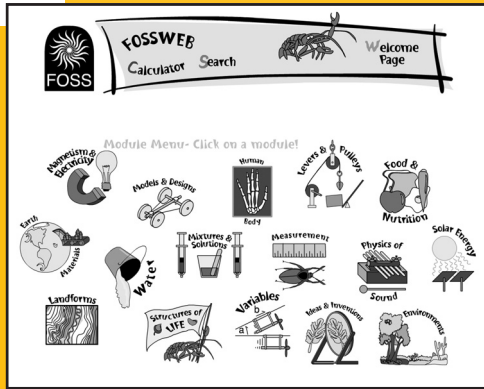
On the Welcome page, click Preview under the grades 3–6 flag to see a brief overview of the 3–6 site.

Click the grades 3–6 icon to get a menu that links to each of the 3–6 modules. There you can choose Ideas and Inventions and travel to a wealth of information and activities specific to that module for students, parents, and teachers. The section for students has an interactive activity, project posters, pictures, movies, websites, a vocabulary list, a list of books and software, and an “Ask a Scientist” section. Parents and teachers can go to a module summary, a link to home/school connections, resources, and tips and tricks for using FOSS in the classroom.

If possible, introduce FOSSweb to students using a computer connected to a large monitor or digital projector. After a group introduction, move students to the computer lab or to computer stations in your classroom. Students in grades 3–6 need to have a focus when they begin exploring FOSSweb on their own or in small groups. Consider using some of the following questions and ideas to get them started. You can allow more free exploration once students have learned how to use FOSSweb and have completed some introductory assignments.

In Ideas and Inventions, you’ll find an activity called Shapes and Colors. Students play a tangram game in which they duplicate shapes and colors. You can introduce this activity anytime during the module. Draw a house on the board, as shown here, and ask,

- *How could you use a triangle and a square to make a house like this?*



Review the introductory screen with the class. Click anywhere on the screen to move to the activity. Do the first shape together, showing students how to change the color of the shapes, move them into position, and rotate them. Point out the different levels and the ? button. Have students move to a computer to try the game on their own. Have the class share experiences after everyone has had a chance to try the game.

In Posters, students can view summaries of investigations or posters created by students for the end-of-module project. Students can also submit their own project posters to share with other FOSS learners.

Pictures include images such as an FBI agent using fingerprinting to solve a crime. Students may want to do further research starting with these pictures as part of their end-of-module project.

Movies include a NASA film about the history and development of the kite and how its design has been used in other inventions.

Websites include links to sites that can extend student experience with the **Ideas and Inventions Module**. The links may inspire some new projects and investigations involving inventions.

In Vocabulary students will find a glossary of words used in the **Ideas and Inventions Module** investigations and in *FOSS Science Stories: Ideas and Inventions*. Downloadable pdf files of the vocabulary list and glossary are available here.

Books/Software includes an annotated list of books, videos, and software recommended for the **Ideas and Inventions Module**.

In Ask a Scientist, students can review questions about inventions that have been submitted by other students and ask appropriate questions of their own. Adult guidance in submitting questions is highly recommended.

