

WATER MODULE

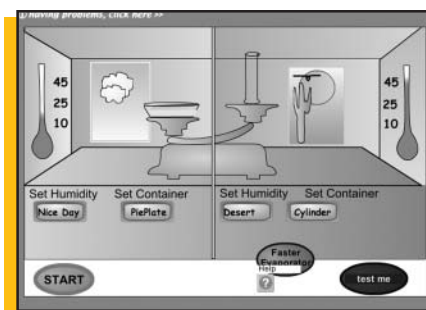
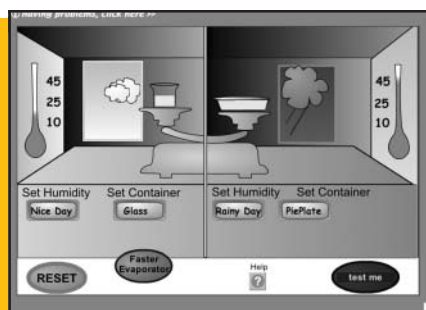
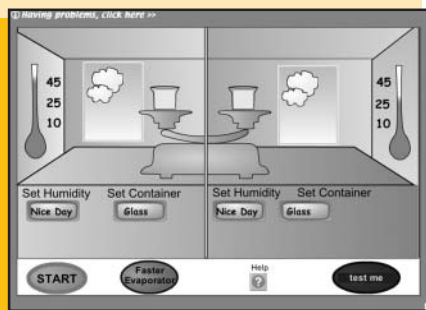
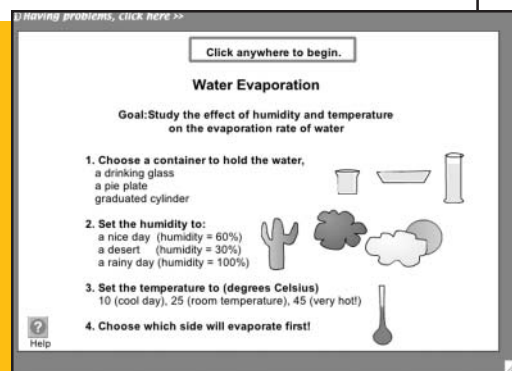
On the Welcome page, click Preview under the grades 3–6 flag to see a brief overview of the 3–6 site.

Click the grades 3–6 icon to get a menu that links to each of the 3–6 modules. There you can choose Water and travel to a wealth of information and activities specific to that module for students, parents, and teachers. The section for students has interactive activities, 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, information about plant and animal care, 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 completed some introductory assignments.

In Water, you’ll find an activity called Water Evaporation. Introduce this activity after students have completed *Investigation 3, Water Vapor*. Students decide on which variables to change that will affect the amount of evaporation in two different locations. They also predict in which location evaporation will occur the fastest. You might ask,

- *What are the variables we have instigated that affect the amount and rate of evaporation?*
- *What are some the locations or situations in which evaporation happens the fastest? The slowest?*



If necessary, review how temperature and surface area affected the results of their investigations. At the computer, introduce students to the variables they can change in the simulation, i.e. container, humidity, and temperature. Have the class decide as a group what combination of container, humidity, and temperature to use. Change the temperature by placing the cursor on the thermometer on the selected temperature and clicking the mouse. Have students decide which situation will have the fastest evaporation and move the Faster Evaporation button to that location. Click Start and observe until you are informed whether your answer is correct. Show students the Test Me button. The computer will set up situations for students to decide which will have the faster evaporation. Once you have been successful as a class, have students move to a computer to try again.

Another activity in Water is Resource ID. Students sort a variety of natural resources into categories of renewable, nonrenewable, and inexhaustible.

In Posters, students can view summaries of investigations and 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 of various bodies of water, uses of water, and water in its various forms. You can use the images to discuss where water is found on Earth and how humans use and store water.

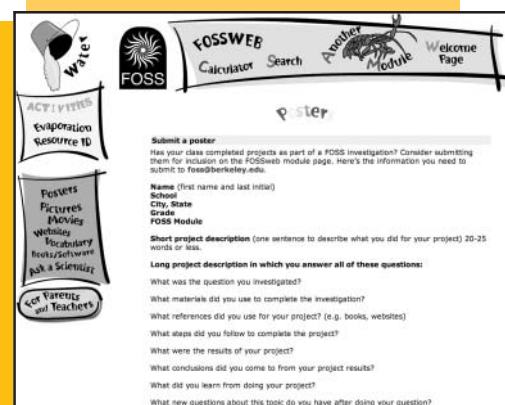
Movies show various ways humans use water, for example to operate a water wheel or as transportation.

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

In Vocabulary, students will find a glossary of words used in the **Water Module** investigations and in *FOSS Science Stories: Water*. 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 **Water Module**.

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



The screenshot shows the 'FOSSWEB' poster submission page. It includes a navigation bar with 'FOSSWEB', 'Calculator', 'Search', 'Another Module', and 'Welcome Page'. A sidebar on the left lists 'ACTIVITIES' such as 'Evaporation', 'Resource ID', 'Posters', 'Pictures', 'Movies', 'Websites', 'Vocabulary', 'Books/Software', and 'Ask a Scientist', along with a 'For Parents and Teachers' link. The main content area is titled 'Poster' and contains a 'Submit a poster' section with a form for Name, School, City, State, Grade, and FOSS Module. Below this is a 'Short project description' field and a 'Long project description' section with several questions: 'What was the question you investigated?', 'What materials did you use to complete the investigation?', 'What references did you use for your project?', 'What steps did you follow to complete the project?', 'What were the results of your project?', 'What conclusions did you come to from your project results?', 'What did you learn from doing your project?', and 'What new questions about this topic do you have after doing your question?'.

