

## 3<sup>rd</sup> Science Remote Learning Packet Week 4



Dear Educator,

My signature is proof that I have reviewed my scholar's work and supported him to the best of my ability to complete all assignments.

(Parent Signature)	(Date)

Parents please note that all academic are also available on our website at <a href="www.brighterchoice.org">www.brighterchoice.org</a> under the heading "Remote Learning." All academic packet assignments are mandatory and must be completed by all scholars.



Na	nme:	·	Week 4 Day 1	Date:	
	CCS-B		Harvard	Yale	Princeton
		Guided N	<u>lotes</u>		
	How could you win a	tug-of-wai	against a b	unch of a	dults?
Vo	ocabulary:				
1.	Force: to	something to	o happen using	S	or
2.	Push: the force that moves an object	ect		fı	rom something
3.	Pull: the force that moves an object	ct		or	
	you				
Ev	planation . Can you think of any wa	y for your too	m to win?		
EX	<b>ploration</b> : Can you think of any wa	y for your tea	III to will!		
ls t	there something you could do to ma	ake it harder	for the adult's	team to pu	ill? If so, what?
Ex	ploration 4: Is there some way to st	top the adults	from being al	ole to push	against the
gro	ound? Explain why you think that ic	dea might wo	rk		

<b>Exploration 6:</b> For ea below.	ch actic	on, think	c and ask yours	elf: Is it a <i>push</i> or a <i>pu</i>	//? Writ	e your a	answer
<u>Squeeze</u>	push	or	pull	<u>Smack</u>	push	or	pull
<u>Pinch</u>	push	or	pull	<u>Draq</u>	push	or	pull
<u>Tug</u>	push	or	pull	<u>Lift</u>	push	or	pull
Can you come up wit	h any o	ther ver	bs where there	e's either a push or a p	ull?		
Exploration 9: Write	down h	ow you	could get the	watermelon to burst u	sing rub	ber bar	nds

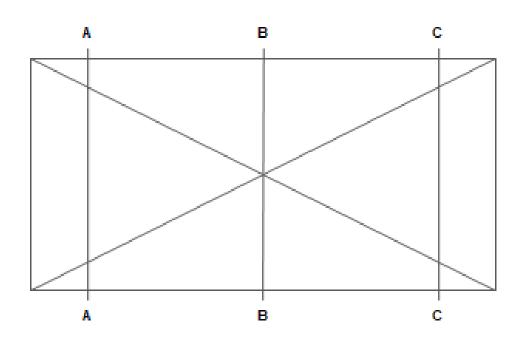
Week 4 Day 1 Date: \_\_\_\_\_ Name: **BCCS-B** Yale Harvard Princeton

**MYSTERY** science Invisible Forces | Mystery 1

MAKE IT

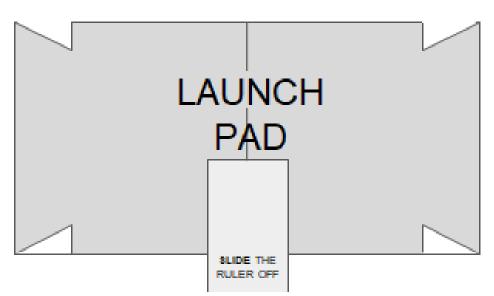
Follow the steps in the video.





2 LAUNCH IT

Mission Control: Unfold the hopper until it's flat. Launcher: Lay the ruler down on top. When it's launch time, SLIDE it off!

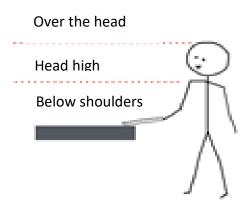


Name:	Week 4 Day 1 Date:		
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## High Hop Scorecard

 Work with your partner to estimate how high your hopper hops (that means you'll make a very good guess). While the LAUNCHER makes their hopper jump, MISSION CONTROL will carefully watch how high it goes - over the launcher's head, about head high, or below the launcher's shoulders.

Launch 4 times and write your results on the chart below. Then switch jobs.



	Over the head	Head high	Below shoulders
Launch #1			
Launch #2			
Launch #3			
Launch #4			
Total Number			

2. H	ow do you think you cou	l uld change the hopper to	make it go higher?		]
3. T	ry your idea. What happ	ened?			
4. R	ased on what you obser	ved. how else would you	like to change to improve	e vour hopper?	
				- ,	

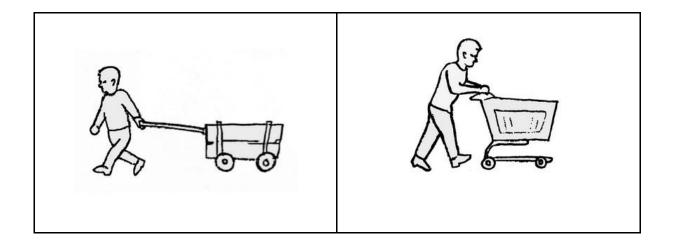
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## **End of Mystery Assessment**

1. Put an "X" to show whether each of these actions is a pull or a push:

Action	Pull	Push
press		
throw		
tow		
stomp		
yank		

2. Draw arrows to show wherever there are forces (pushes or pulls):



- 3. What was special about the one final rubber band that caused the watermelon to burst?
  - a. The final rubber was tighter than the other rubber bands.
  - b. The final rubber band didn't cause the watermelon to burst.
  - c. The final rubber band was special because adding it made the force of the rubber bands stronger than the force of the rind.
  - d. The final rubber was not special.