Unit 4: Humpty Dumpty Inquiry Unit

Content Area: **Library**
Course(s): **Library K**
Time Period: **Marking Period 2**
Length: **MP2**
Status: **Published**

Big Ideas

- Describe elements of a nursery rhyme
- Investigate wind power and related materials
- Design, construct, and test design models to get Humpty Dumpty safely to the ground
- Collaborate with peers to design and implement process

Essential Questions

- How can we design something to solve a problem?

CSDT Technology Integration

8.2.2.ED.2: Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.

Activity: After reading the book, After The Fall, students will design and test a structure that will land their Humpty Dumpty Egg safely on the ground.

Career Education

Core Idea :There are actions an individual can take to help make this

world a better place.

NJSL Standard/s: 9.1.2.CR.1: Recognize ways to volunteer in the classroom, school and

community.

CSDT Technology Connection

8.2.2.ED.2: Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.

Enduring Understandings

NJSLS

W.SE.K.6. With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question.

W.AW.K.1. Use a combination of drawing, dictating, and writing to compose opinion pieces on topics or texts (e.g., My favorite book is...).

RL.IT.K.3. With prompting and support, identify characters, settings, and major events in a story.

AASL-

I-Inquire-build new knowledge by inquiring, thinking critically, identifying problems, and developing strategies for solving problems.

V- Explore-discover, innovate in a growth mindset developed through experience and reflection.

VI-Engage-Demonstrate safe, legal, and ethical creating and sharing of knowledge projects independently while engaging in a community of practice and interconnected world.

IV-Curate-Make meaning for oneself and others by collecting, organizing, and sharing resources of personal relevance.

ITSE-

Innovative Designer- Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

Creative Communicator- Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.