

Unit 2: Early Engineers (Stem)

Content Area: **Enrichment**
Course(s): **Enrichment 3**
Time Period: **Marking Period 2**
Length: **MP2**
Status: **Published**

Essential Questions

- How does early engineering change lives?

Big Ideas

- Understanding the cause/effect relationship of early engineers inventions.
 1. The Wright Brothers
 2. Alexander Graham Bell
 3. Telephones from the Past
 4. The Clean Water Book
 5. Amazing Robots

Enduring Understandings

RI.3.1 Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.

RI.3.2 Determine the main idea of a text; recount the key details and explain how they support the main idea.

RI.3.3 Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect.

Resources

- *Project-Based Activities for STEM*
- *Primary Education Thinking Skills 3* by, Jody Nichols, Sally Thomson, Margaret Wolfe, Dodie Merritt

