

The Tiny House Project

third grade



Student design teams meet with clients to learn about the clients' budget, needs, and personal preferences. They use this information along with key mathematics skills related to measurement and geometry, to design and create prototypes of custom tiny homes for their clients. Students also read about housing, tiny homes, and construction and apply what they learn from their reading to their designs and presentations.

Driving Question: How can we, as a design team, design a tiny house that meets the needs of our clients?

Summary of Key Standards and Topics:

Geometry: G.1

- attributes of quadrilaterals

Measurement: MD.5, 6, 7, 8

- area and perimeter

Operations and Algebraic Thinking: OA.8

- two step word problems involving all four operations

Economics: E.1, 3, 4

- Four types of productive resources
- Trade
- Opportunity costs

Reading Informational: RI.3, 5, 10

- describing relationships using language that pertains to sequence and cause/effect
- Text features and search tools
- Read and comprehend informational texts

Writing Informational: W.2

- Write to convey ideas and information clearly

Speaking and Listening: SL.3, 4

- Ask and answer questions to a speaker
- Report on a topic

Visual Art: VA3.CR.1

- Produce multiple prototypes in the planning stages for a work of art

Major Products:

- Blueprint
- Prototype
- Project board
- Budget
- Informational writing piece on tiny houses

Public Audience:

- prospective tiny house clients

- The Tiny House Fair