# UTK Unit 4 We Are Engineers! Lesson 7



#### Phenomenon:

Engineers use a Design Thinking Process to solve problems.



Question to Investigate: How can we keep **Humpty Dumpty** safe?



**Lesson Objective:** Students create and improve a wall (or other idea) to keep Humpty Dumpty safe.



Success Criteria: I can design solutions to problems.



## Launch



OK Engineers, Let's get our brains ready to think like an engineer. As we watch this video, think back to what we learned already about engineering and ask yourself: What is an engineer?. Play the video: What's an Engineer by Crash Course Kids.



Humpty Dumpty needs the help of our UTK Engineers. Let's read the nursery rhyme again to remember the problem.



Our question to investigate is: How can we keep Humpty Dumpty safe on the wall?



You came up with some great ideas to help Humpty Dumpty stay safe. During our last STEAM time, we drew them here on our Engineering Design Process (reference the work from the previous lesson)

Now we are going to create our ideas.

## **Explore**



It's time to CREATE, IMPROVE, and COMMUNICATE your ideas. Give students options for materials to create their designs. Materials may include: Lego bricks, blocks, snap cubes, construction paper, recycled materials, magnet shapes, or other materials you have available in your classroom.

Note: Students use their Humpty Dumpty model made in lesson 6 to test their wall.



Now we are going to have a chance to explore as we practice our Habit of Mind of Striving for Accuracy. Show HOM #6 I can do my best!



I will be taking some pictures of your creations today to help us remember what we have created today.

### Reflect





## Which solutions worked best to keep Humpty Dumpty safe?



The Wall in the Middle of the Book

This is a fun book with a wall, an ogre, and a knight. Enjoy! This link is on <u>Vooks</u>, which is animated; this link is on <u>YouTube</u>. Vooks is an awesome free site, but you need to create a login.

