	PROJECT DESIGN:	OVI	ERVIEW	pag	
Name of Project: Buildin	Duration:				
Subject/Course: Force/Motion		Teacher(s): O. Bitar		Grade Level: 8th	
Other subject areas to be	included, if any:			•	
Key Knowledge and Understanding (CCSS or other standards)	Apply Newton's Third Law to design a solution to a problem involving the motion of two colliding objects.				
Success Skills (to be taught and assessed)	Critical Thinking/Problem Solving Students will adjust the variables to change the result.	,	Self-Management		
	Collaboration Students will be given a list of roles to identify as within their groups.		Other:		
Project Summary (include student role, issue, problem or challenge, action taken, and purpose/beneficiary)	In this project, you will use Newton's 3rd Law of Motion to design a vehicle. This vehicle must travel forward (reaction) 1.5 meters by pushing backwards on the floor, the air, or some other object (action). At the end of this project, you will demonstrate your vehicle's motion. You will explain how the vehicle's motion demonstrates Newton's 3rd Law of Motion. You will also include evidence of Newton's 1st Law.				
Driving Question	How can we make a vehicle that moves 1.5m?				
Entry Event	Mythbuster/Tractor Pull Video/Roller Coaster/Demolition Derby https://www.youtube.com/watch?v=r8E5dUnLmh4 Penny Drop from Empire State Building (USB/work/15-16/14-15/Supplemental)				
Products	Individual: Contribution of roles for the larger project Research	;	Specific content and success Student analyzing skills formative assessment strateg		

	Team: Vehicle	Specific content and success skills to be assessed: Newton's Third Law, 21st Century Skills (collaboration, communication)		
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Making Products Public (include how the products will be made public and who students will engage with during/at end of project)	Displaying the vehicles, add the videos on my blog,	have kids write about the project and upload to blog for parents to see.		
Resources Needed	On-site people, facilities: Equipment: computers, promethean board,			
	Materials: Balloons, straws, tape, pencils, markers/colored pencils, other individual project needs, chart paper (gallery walk), sticky notes Community Resources: Ford Experts, UM Engineering Students			
Reflection Methods (how individual, team, and/or whole class will reflect during/at end of project)	Journal/Learning Log: Packet	Focus Group: Alternate Groups and Bounce ideas off each other to bring back and help develop vehicle		
	Whole-Class Discussion: ford engineers/UM engineering students/Reteach	Fishbowl Discussion		
	Survey: Peer Evaluation	Other: At the end, Google Form survey, how can I improve the implementation of this; liked most? liked least? What could I have provided more of?		

Notes:			
	PROJECT DESIG	N: STUDENT LEARNING	GUIDE
Project:			
Driving Question:			
Final Product(s) Presentations, Performances, Products and/or Services	Learning Outcomes/Targets knowledge, understanding & success skills needed by students to successfully complete products	Checkpoints/Formative Assessments to check for learning and ensure students are on track	Instructional Strategies for All Learners provided by teacher, other staff, experts; includes scaffolds, materials, lessons aligned to learning outcomes and formative assessments
(individual and team)		Small Group Formative Check for complete and correct (check in with me)	Video Authentic Audience Sentence Stems Articles (leveled texts)

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