

UNIT 3: WIND AND WATER / WEEK 1

Small Groups: What Can Air Move? (*High Support*)

Enduring Understanding(s):

• Living things respond in different ways to different kinds of weather.

Essential Question(s):

• How do living things gather information that will be useful to them and others?

Materials	Vocabulary		Books
 Gilberto and the Wind tabletop or hand-held fan hairdryer trays chart paper marker stool or chair variety of objects of different sizes/weights (cork, wad of foil, cardboard, ping pong ball, unit block, stapler, etc.) 3 shoeboxes labeled: Moved Easily, Didn't Move, Moved at Higher Speed 	 speed: how fast an object is moving heavy: hard to lift light: easy to lift observe: watch and listen carefully results: what happened 	 experiment: try something test: try to figure out if something will work or not predict: what you think will happen data: facts collected 	CILBERTO AND THE WIND

Procedure

Preparation: Set up materials.

Procedure: Show illustrations from *Gilberto and the Wind*. Encourage children to notice how the wind moved some things very easily but was unable to move other objects. Tell children that they will conduct an **experiment** to **test** whether wind is able to move various objects.

Set out a tray with objects to be **tested**. Ask a child to pick one of the objects and describe how the object feels (*light*, *heavy*, etc.). Ask the child to *predict* if the wind will move the object and to explain why or why not. Have other children hold the object and make *predictions*. Use an observational *data* chart to record children's *predictions*.

Encourage children to **observe** and discuss what happens when the object is placed in front of a fan/hair dryer at low **speed**. If the object did not move, turn the fan/hair dryer to high **speed** and **re-test**. Record **results** on **observational data** chart.

After all objects have been *tested*, *experiment* using wind to move objects on different surfaces (the rug, a counter, etc.) to see how that impacts the movement of the objects.

Encourage children to identify the variables that affect the movement of the objects.

