



CBSD FID ishchi kitobi 2-kun

Ism: _____



MOSLASHUVCHAN TA'lim

2-KUN





"FID" kuni deb ham nomlanuvchi moslashuvchan o'quv kuni nima?

Pensilvaniyada Ta'lim Departamenti tomonidan belgilanganidek, moslashuvchan o'quv kuni, maktablar yomon ob-havo yoki boshqa kutilmagan holatlar tufayli maktabni bekor qilishdan ko'ra, masofadan turib o'qitishni o'tkazishi mumkin bo'lgan kunni anglatadi.

Moslashuvchan o'quv kunining maqsadi nima ?

Moslashuvchan o'quv kunlarini amalga oshirishdan maqsad, talabalarning an'anaviy "shaxsan" o'qitish imkoni bo'lmasa ham mazmunli ta'lim olishlarini davom ettirishlarini ta'minlashdir. Moslashuvchan o'quv kunlari maktablarga o'quv jarayonida uzluksizlikni ta'minlashga imkon beradi va o'quvchilarning o'qishni uzluksiz davom ettirishlari mumkin. Texnologiya va masofadan o'qitish ishchi kitoblari / manbalaridan foydalangan holda, maktablar o'quvchilarga jismoniy joylashuvidan qat'i nazar o'quv materiallari, topshiriqlar va o'qituvchi qo'llab-quvvatlashidan foydalanishlari mumkin.

Central Bucks "FID" kunini o'tkazayotganini qanday bilaman?

1. Markaziy Bucks maktab okrugi "FID" kunini etkazish uchun oilalarga elektron pochta, veb-sayt, matnli xabarnoma, ijtimoiy tarmoqlar va boshqalar orqali xabarnomalarni yuboradi.
2. Farzandingizning o'qituvchisi FID tarkibini Tuvalda nashr etadi:
 1. Ishtirok etish uchun onlayn so'rovnoma bog'lanish.
 2. **O'qituvchi uchun ixtiyoriy jonli Teams qo'ng'irog'iga bog'lanish "Ish soatlari".**

Farzandim ushbu "FID" kunlarida "Moslashuvchan o'quv kitoblari" dan qanday foydalanadi?

Ushbu "moslashuvchan o'quv kitobi" sizning farzandingizning ish kitobi bo'lib, moslashuvchan o'quv kuni uchun ishni bajarish uchun protseduralar, kutishlar va manbalarni bayon qiladi. Bunday kitob quyidagicha qo'llaniladi:

1. **Moslashuvchan o'quv kitobi taxminan** 4 soatlik o'quv mashg'ulotlarini taqdim etadi.
2. Farzandingiz o'qish, matematika, yozish va maxsus mashg'ulotlarni (*PE, musiqa, kutubxona, san'at yoki QUEST*) yakunlaydi kuni davomida.
3. Keyin farzandingiz "FID" kitobini maktab "shaxsan" qayta tiklanganda o'qituvchisiga qaytaradi.

Farzandim ushbu "FID" kunlarida Canvas-dan qanday foydalanadi?

4. Talabalar tuman tomonidan taqdim etilgan qurilmada Classlink orqali Canvas-ga kirishadilar
5. Ishtirok etish Canvas orqali yuboriladi
6. Ofis soatlari 12: 00-12: 30 dan Canvas-da bog'langan Teams qo'ng'irog'i orqali taqdim etiladi
7. Raqamli ishchi kitoblar Canvas-ga bog'lanadi

Shaxsiy qurilmadan foydalanishim kerak bo'lsa va o'quvchilarimning foydalanuvchi nomi va parolini topa olmasam nima qilishim kerak?

1. Talabalarning foydalanuvchi nomlarini Infinite Campusning ota-onalar portalida topish mumkin. U Asosiy menyuning "Batafsil" bo'limida "Oila ma'lumotlari" ostida joylashgan. Foydalanuvchi nomi o'quvchining to'liq elektron pochta manzili. Masalan: Smith.J123@student.cbsd.org. Yangi talabalar uchun parol katta harf, oxirida raqam va @nga tug'ilgan kuni. Masalan: Jeyms Smit 07/08/2009 da tug'ilgan, Js



CBSD FID ISHCHI DAFTI 4-DARAJA



2-MATH KUNI



MOSLASHUVCHAN O'QUV KUNI 2: MATH

QO'SHISH VA AYIRISH

MATEMATIKA DARSINING XULOSASI

Faoliyat #1 (15-25 min)		
F Haqiqat amaliyoti	 Refleks matematik - yashil chiroqni oling! <i>* Agar sizda internetga kirish imkoni bo'lmasa, Math Towers o'ynashingiz va ko'paytirish varag'ini to'ldirishingiz mumkin.</i>	
Faoliyat #2: QUYIDAGI 2 VARIANTDAN 1 TA FAOLIYATNI TANLANG (15-20 min)		
I Independent Practice	To'liq qo'shish va olib tashlash faoliyati # 1	Qizil va qora logotip Tavsifi avtomatik ravishda yaratilgan Qiyinchilik faoliyati
Faoliyat #3: QUYIDAGI 2 VARIANTDAN 1 TA FAOLIYATNI TANLANG (15 - 20 min)		
D Dive Into a O'yin	"O'n besh" o'ynang	"Snowman Sum" o'ynash

FAKT AMALIYOTI

REFLEX MATH - Yashil chiroqni oling! Har qanday qurilmadan Classlink-ga kiring. Faqat Reflex Math-ga kira olmasangiz, muqobil faoliyatni bajaring.

ALTERNATIVE ACTIVITY:

$$\begin{array}{r} 2 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 6 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 4 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 9 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 3 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ x \ 7 \\ \hline \end{array}$$

$$\begin{array}{r} 11 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 11 \\ x \ 1 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ x \ 4 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 12 \\ \hline \end{array}$$

$$\begin{array}{r} 2 \\ x \ 0 \\ \hline \end{array}$$

$$\begin{array}{r} 3 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 3 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 2 \\ x \ 8 \\ \hline \end{array}$$

$$\begin{array}{r} 9 \\ x \ 0 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ x \ 12 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 11 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 4 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 9 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ x \ 9 \\ \hline \end{array}$$

$$\begin{array}{r} 6 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 9 \\ x \ 1 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 0 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 6 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 12 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 7 \\ \hline \end{array}$$

$$\begin{array}{r} 8 \\ x \ 0 \\ \hline \end{array}$$

$$\begin{array}{r} 3 \\ x \ 1 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 4 \\ x \ 10 \\ \hline \end{array}$$

$$\begin{array}{r} 4 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 2 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 10 \\ x \ 1 \\ \hline \end{array}$$

$$\begin{array}{r} 0 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 11 \\ x \ 0 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 3 \\ \hline \end{array}$$

$$\begin{array}{r} 5 \\ x \ 6 \\ \hline \end{array}$$

$$\begin{array}{r} 6 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 3 \\ x \ 0 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ x \ 8 \\ \hline \end{array}$$

$$\begin{array}{r} 7 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 4 \\ x \ 2 \\ \hline \end{array}$$

$$\begin{array}{r} 12 \\ x \ 5 \\ \hline \end{array}$$

$$\begin{array}{r} 3 \\ x \ 10 \\ \hline \end{array}$$

FAKT AMALIYOTI

REFLEX MATH - Yashil chiroqni oling! Har qanday qurilmadan Classlink-ga kiring. Faqat Reflex Math-ga kira olmasangiz, muqobil faoliyatni bajaring.

Shu bilan bir qatorda faoliyat:

MATH MINORALARI

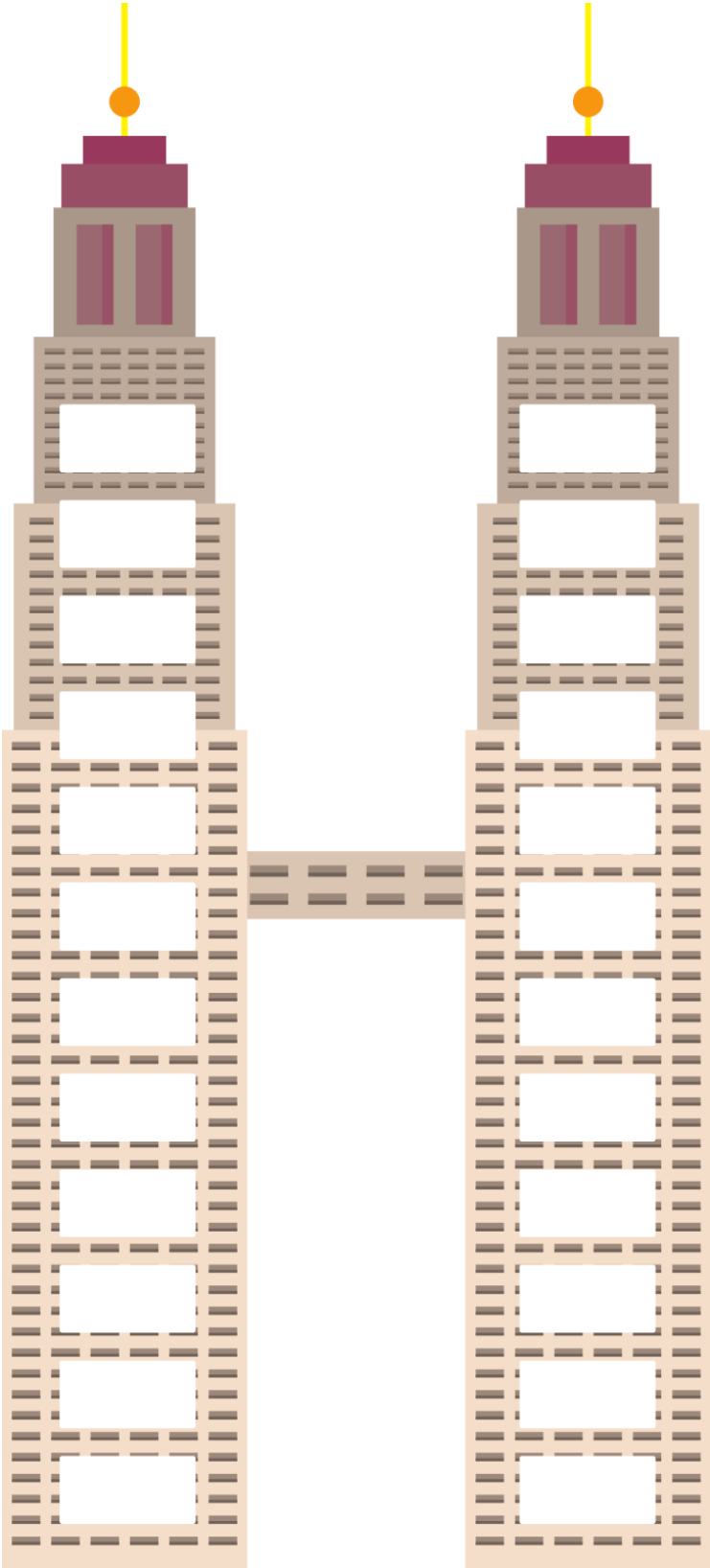
Materiallar:

1. Spinner (0-12)
2. Matematik minoralar o'yin varag'iName
 - 24 hisoblagich yoki raqamlarni qoplash uchun ulangan kublar (har bir o'yinchi uchun 12)

Yo'nalishlar:

1. O'yin uchun omilni tanlang.
2. Har bir o'yinchi o'z minorasida ushbu omil uchun 12 ko'paytiruvchini (0 ni o'z ichiga olmagan) yozadi.
3. Yosh o'yinchi birinchi bo'lib ketadi.
4. 1 o'yinchisi spinner aylantiradi va amaliyotda o'tkazilayotgan faktorga aylantirilgan sonni ko'paytiradi.
5. 1-o'yinchi mahsulotni o'z minorasida qoplaydi.
6. Agar raqam allaqachon qoplangan bo'lsa, futbolchi navbatni yo'qotadi.
7. Keyin 2-o'yinchi navbat oladi.
8. G'olib birinchi bo'lib o'z minorasidagi barcha raqamlarni qamrab oladi.

MATH TOWERS



MUSTAQIL AMALIYOT

QO'SHISH VA AYIRISH - FAOLIYAT 1:

Barcha ishlaringizni ko'rsating.

$$\begin{array}{r} 1,756 \\ + 3,223 \\ \hline \end{array}$$

$$\begin{array}{r} 2,468 \\ + 6,331 \\ \hline \end{array}$$

$$\begin{array}{r} 5,643 \\ + 2,345 \\ \hline \end{array}$$

$$\begin{array}{r} 4,769 \\ + 5,120 \\ \hline \end{array}$$

$$\begin{array}{r} 4,232 \\ + 3,458 \\ \hline \end{array}$$

$$\begin{array}{r} 5,941 \\ + 2,586 \\ \hline \end{array}$$

$$\begin{array}{r} 3,548 \\ + 2,287 \\ \hline \end{array}$$

$$\begin{array}{r} 3,567 \\ + 4,596 \\ \hline \end{array}$$

QO'SHISH VA AYIRISH - FAOLIYAT: 1

Olib tashlash. Barcha ishlaringizni ko'rsatish.

$$\begin{array}{r} 6,845 \\ - 2,314 \\ \hline \end{array}$$

$$\begin{array}{r} 4,678 \\ - 3,456 \\ \hline \end{array}$$

$$\begin{array}{r} 3,472 \\ - 2,695 \\ \hline \end{array}$$

$$\begin{array}{r} 2,463 \\ - 1,678 \\ \hline \end{array}$$

$$\begin{array}{r} 5,000 \\ - 1,475 \\ \hline \end{array}$$

$$\begin{array}{r} 7,000 \\ - 5,687 \\ \hline \end{array}$$

$$\begin{array}{r} 62,435 \\ - 35,769 \\ \hline \end{array}$$

$$\begin{array}{r} 73,241 \\ - 37,586 \\ \hline \end{array}$$

QO'SHISH VA AYIRISH - 2 FAOLIYATI:

Qiyinchilik faoliyati

Yo'qolgan raqamlarni toping.

$$\begin{array}{r} 2 \quad 4 \quad 1 \quad \square \quad 8 \\ + \quad 4 \quad \square \quad \square \quad 9 \quad \square \\ \hline \square \quad 8 \quad 1 \quad 9 \quad 7 \end{array}$$

Raqamlarni to'g'ri kartalar bilan moslashtiring. Birinchisi siz uchun qilingan. Bir to'plamda beshta raqamli kartalar mavjud, A, B, C, D va E. Har bir kartaning teskari tomonida raqam bor.

- 1.A kartasidagi raqam eng katta raqam.
- 2.B kartasida eng kam raqam mavjud.
- 3.C va B kartalaridagi raqamlar 7,161 farqga ega.
- 4.D kartasidagi son C kartasidagi raqamdan katta, ammo undan kichik E kartasidagi raqam.

<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
41,584	56,783	61,376	59,371	48,745

Ikki sonning yig'indisi 7,150. Bu ikki sonning farqi 1,358. Ikkita raqamni toping.

FIFTEEN

Futbolchilar navbat bilan 2 yoki 3 olti burchakli rangga ega bo'lib, jami 15.
O'yinchi 2 olti burchakni, masalan, 7 va 8ni ranglashi mumkin yoki o'yinchi 3 olti burchakni, masalan, 4, 5 va 6ni ranglashi mumkin.
2 yoki 3 sonlarning kombinatsiyasini jami 15 bo'lgan oxirgi o'yinchi g'olib bo'ladi.

VARIATIONS - 15 o'rniga maqsad qilish uchun boshqa jami tanlang (*For example try 10, 12 or 17*).



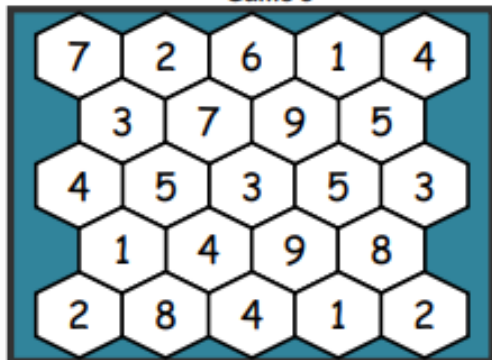
Game 3



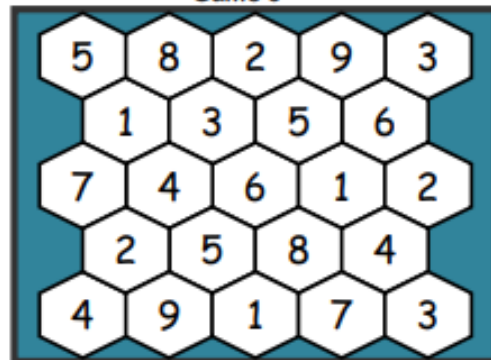
Game 4



Game 5



Game 6



QOR ODAM SUMMASI O'YININAME

Shlyapa vaolti burchakli qor odam Ta'rif avtomatik ravishda yaratilgan: Find that add up to 14.

Futbolchilar soni 2: yoki 3

Materiallar: O'yin taxtasi va bo'yoqlar (har bir o'yinchi uchun turli ranglar)

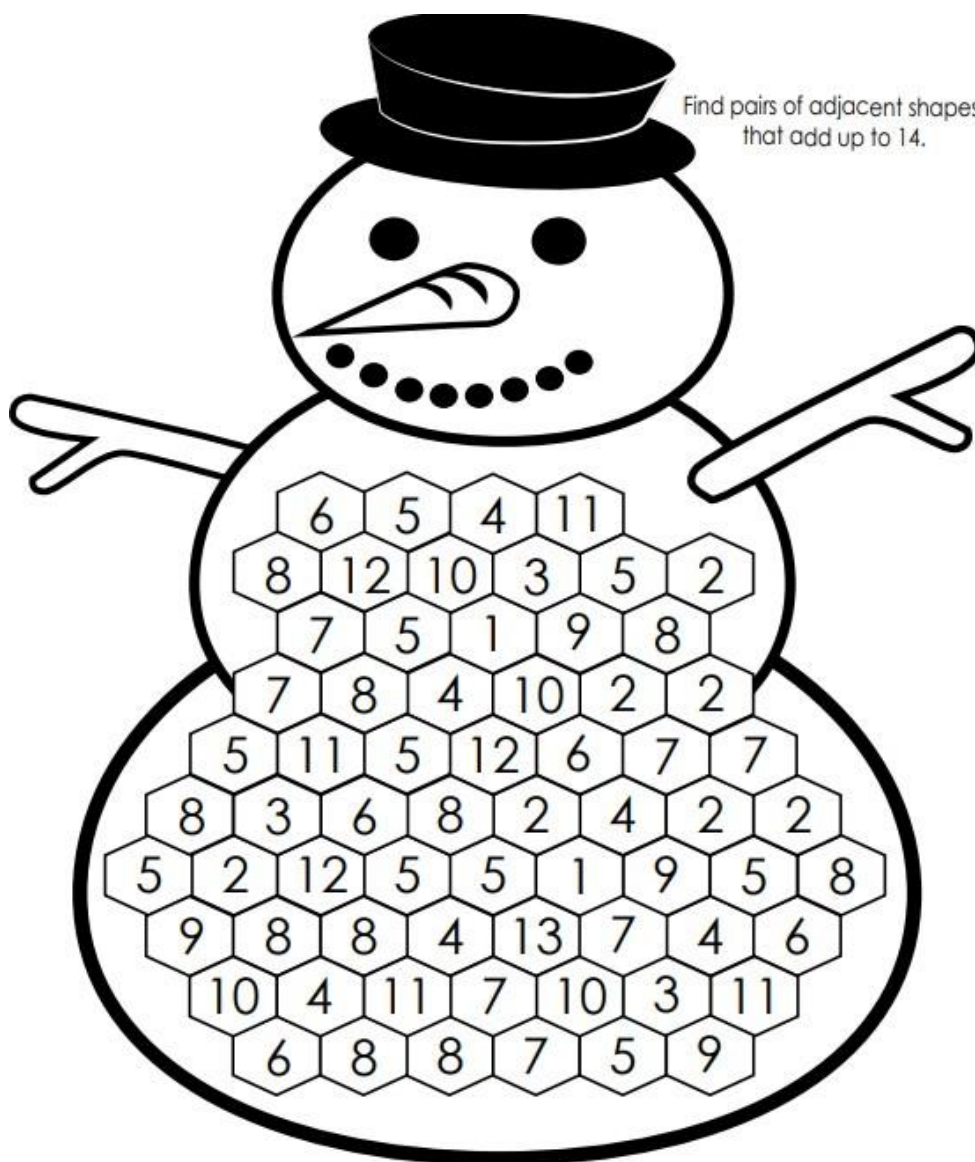
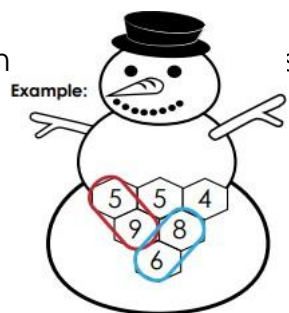
Qanday o'ynash kerak: Har bir o'yinchi turli rangdagi bo'yoqni tanlaydi. O'yinchilar navbat bilan yig'indisiga ega bo'lgan qo'shni kvadratlar juftlarini topish va bo'yash

14. (Masalan, 1 o'yinchisi ikkita qo'shilgan shaklni ranglashi mumkin.

9 va 5 raqamlari. Keyin 2-o'yinchi 6 va 8 raqamlari bilan birlashtirilgan shakllarni ranglashi mumkin.

Siz o'yinchiga bir juft raqamni topish uchun berilgan vaqtni cheklashni xohlashingiz mumkin. (Uchun

masalan, agar o'yinchi 20 soniya ichida mos keladigan juftlikni topa olmasa, ular navbatini yo'qotadi.)





CBSD FID ISHCHI KITOBI

4-DARAJA



O'qish va yozish kuni 2



MOSLASHUVCHAN O'QUV

KUNI 2 O'QISH VA YOZISH

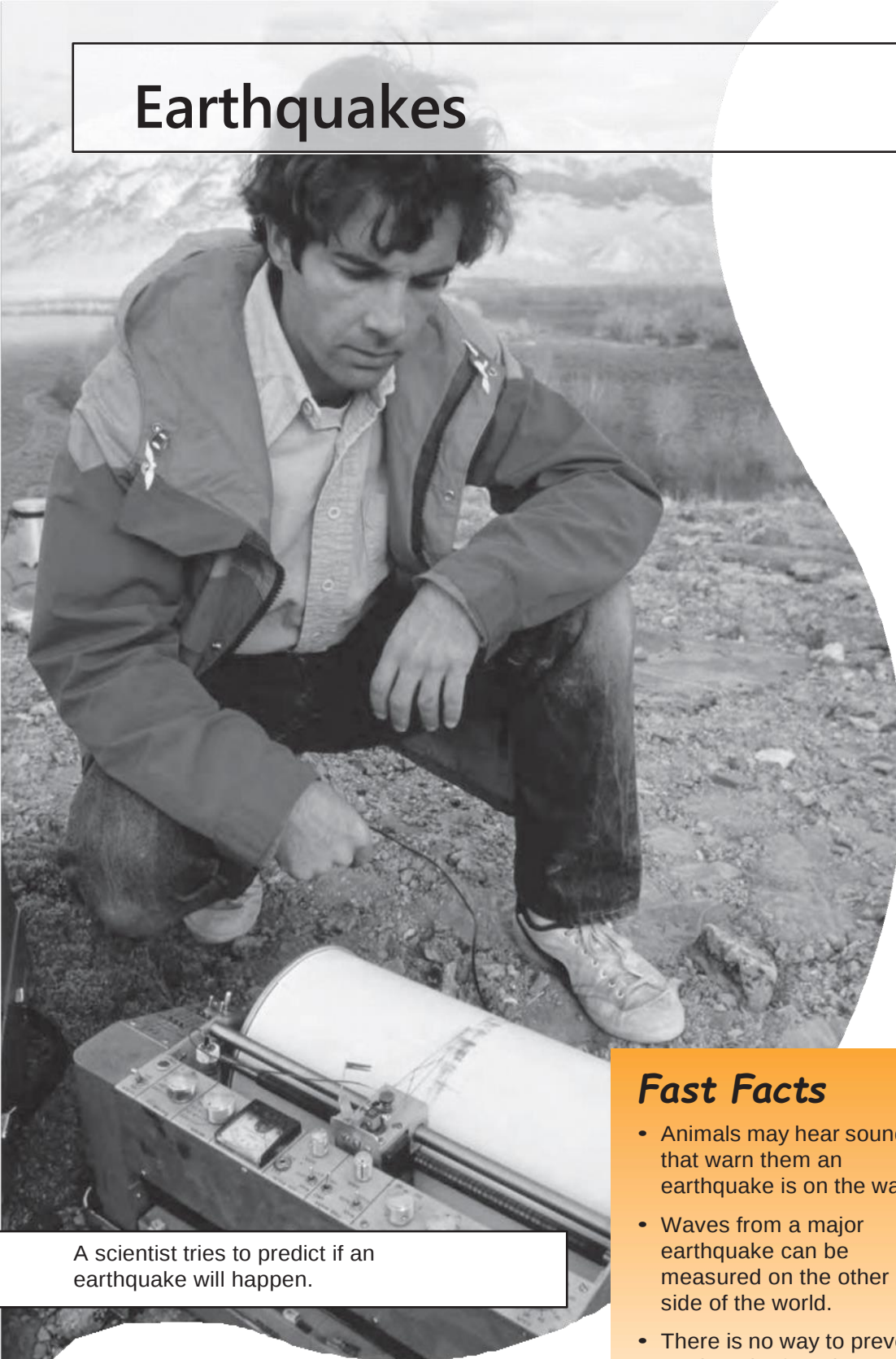
O'qish va yozish darsi xulosasi

Umumiy vaqt – 90 daqiqa		
Vaqt	Fokus	Ta'rif
90 Minutes	O'qish/ Yozish	"Zilzilalar" matnini o'qing. - Matn bilan bog'liq ko'rsatmalar va savollarga javob bering. 28-sahifadagi grafik tashkilotchini yakunlang. - Ma'lumotdan foydalanib matnni qisqartirish grafik tashkilotchidan.
30 Minutes	Mustaqil o'qish	- O'zingiz tanlagan kitobni o'qing. - O'qish jurnalini to'ldiring.

O'qish va yozish - 90 daqiqa

1. Tez faktlarni o'qing va zilzilalar haqida allaqachon bilgan narsalaringiz haqida o'ylab ko'ring.
2. Zilzilalar haqidagi parchalarni o'zingiz uchun ovoz chiqarib yoki jimgina o'qing. Kerakli vaqtni oling.
3. Foydalanish Ulanishlarni yaratish sahifasi muhim ahamiyatga ega bo'lgan narsani eslashga yordam beradigan so'zlar yoki iboralarni yozish.
4. Har bir parchaning oxirida "Asosiy eslatmalar" savoliga javob bering.
5. Javoblaringizni topish uchun matnga qaytib borib, savollarga javob bering.
6. Taqdim etilgan qog'ozga xulosa yozing.
7. Iltimos, matndan dalillar bilan to'liq jumlar bilan yozing.

Earthquakes



A scientist tries to predict if an earthquake will happen.

Fast Facts

- Animals may hear sounds that warn them an earthquake is on the way.
- Waves from a major earthquake can be measured on the other side of the world.
- There is no way to prevent an earthquake from happening.

Predicting and Measuring Earthquakes

TV reports tell people when bad storms are coming.

However, there's no report that tells when earthquakes are²² on the way. Scientists can predict places where earthquakes could happen. They can't predict when an earthquake might⁴⁰ take place. Scientists keep looking for ways to predict earthquakes.⁵⁰

After earthquakes happen, scientists measure their size.

The ground's vibrations are measured on the nine points of the⁶⁸ Richter scale. When the vibrations measure 3.5 or higher on the Richter scale, people usually know that an earthquake has⁸⁸ happened. Earthquakes that measure 4.5 or higher on the Richter scale can harm buildings and roads.¹⁰⁴

KEY NOTES

Predicting and Measuring Earthquakes

What is the Richter scale?

Earthquakes



Workers “duck, cover, and hold” under a table for safety during an earthquake drill.

Fast Facts

- In a 1989 earthquake, bricks and stones that fell off buildings hurt many people.
- In places where there are many earthquakes, people have drills so they know what to do.
- School children get under their desks in earthquake drills.

Duck, Cover, and Hold

The three rules of earthquake safety are DUCK, COVER,
and HOLD.¹⁵

DUCK means get under a table or sit next to a wall without windows. This position helps keep glass from a broken window³⁸ from hitting you. If you're outside, get off sidewalks and stay away from buildings, trees, and power lines.⁵⁶

Next, COVER yourself with a rug or coat. Or put your head in your lap, with your arms around your head.⁷⁷

HOLD means stay where you are, even when you think the earthquake's over. The earthquake may seem to have stopped, but it can start up again.¹⁰³

KEY NOTES

Duck, Cover, and Hold

How do the three rules of earthquake safety keep people safe?

Earthquakes



A tsunami just hit this area near the ocean.

Fast Facts

- A tsunami wave looks like a huge wall of water.
- Tsunamis pick up and suck in objects.
- A tsunami wave is strong enough to kill people and damage buildings.

Underwater Earthquakes

When earthquakes happen underwater, vibrations that move through the water cause waves to form. The waves get¹⁹ bigger and faster as they move out from the earthquake's center. The waves can travel faster than 400 miles per hour.⁴⁰ That's about the same speed as an airplane. They can grow to 100 feet, about as high as a six-story building.⁶²

In Japan, where many people live close to the water, the waves made by underwater earthquakes were given the name⁸² *tsunami*, which means "harbor wave." These waves were given this name because tsunamis can harm the people and things around harbors.¹⁰³

KEY NOTES

Underwater Earthquakes

What causes waves to form in a tsunami?

Earthquakes

What Is an Earthquake?

1. Another good name for “What Is an Earthquake?” is _____

- a. “Earth’s Crust.”
- b. “Why Buildings Fall Down.”
- c. “The Shaking Earth.”
- d. “The Earth Has Plates.”

2. Why did the author write “What Is an Earthquake?”

- a. to give readers information about earthquakes
- b. to compare big earthquakes and small earthquakes
- c. to compare different kinds of plates
- d. to tell about an experience during an earthquake

3. What is an earthquake?

Predicting and Measuring Earthquakes

1. In this reading, *predict* means _____

2. This reading is MAINLY about _____

- a. why scientists cannot measure earthquakes.
- b. how earthquakes are reported on TV.
- c. how the Richter scale was invented.
- d. the fact that scientists cannot predict earthquakes, but they can measure them.

3. Explain your answer to question 2.

Duck, Cover, and Hold

1. What is the main idea of “Duck, Cover, and Hold”?

- a. how to cover your head in an earthquake
- b. how to predict earthquakes
- c. how to know when an earthquake is over
- d. how to stay safe in an earthquake

2. If you are in an earthquake, what should you do FIRST?

3. Why do you think it is important to have rules for earthquake safety?

Underwater Earthquakes

1. In this reading, the word *vibrations* means

- a. waves that move quickly.
- b. a shaking movement.
- c. waves that grow high.
- d. things that live underwater.

2. What happens to the ocean in an underwater earthquake?

- a. The water moves around a little.
- b. Big, fast waves can form.
- c. Boats rock in the sea.
- d. People fish in the harbor.

3. Why are tsunamis called harbor waves?

earthquake	harbor	Japan	predict
Richter	sidewalk	tsunami	vibrations

1. Choose the word from the word box above that best matches each definition. Write the word on the line below.

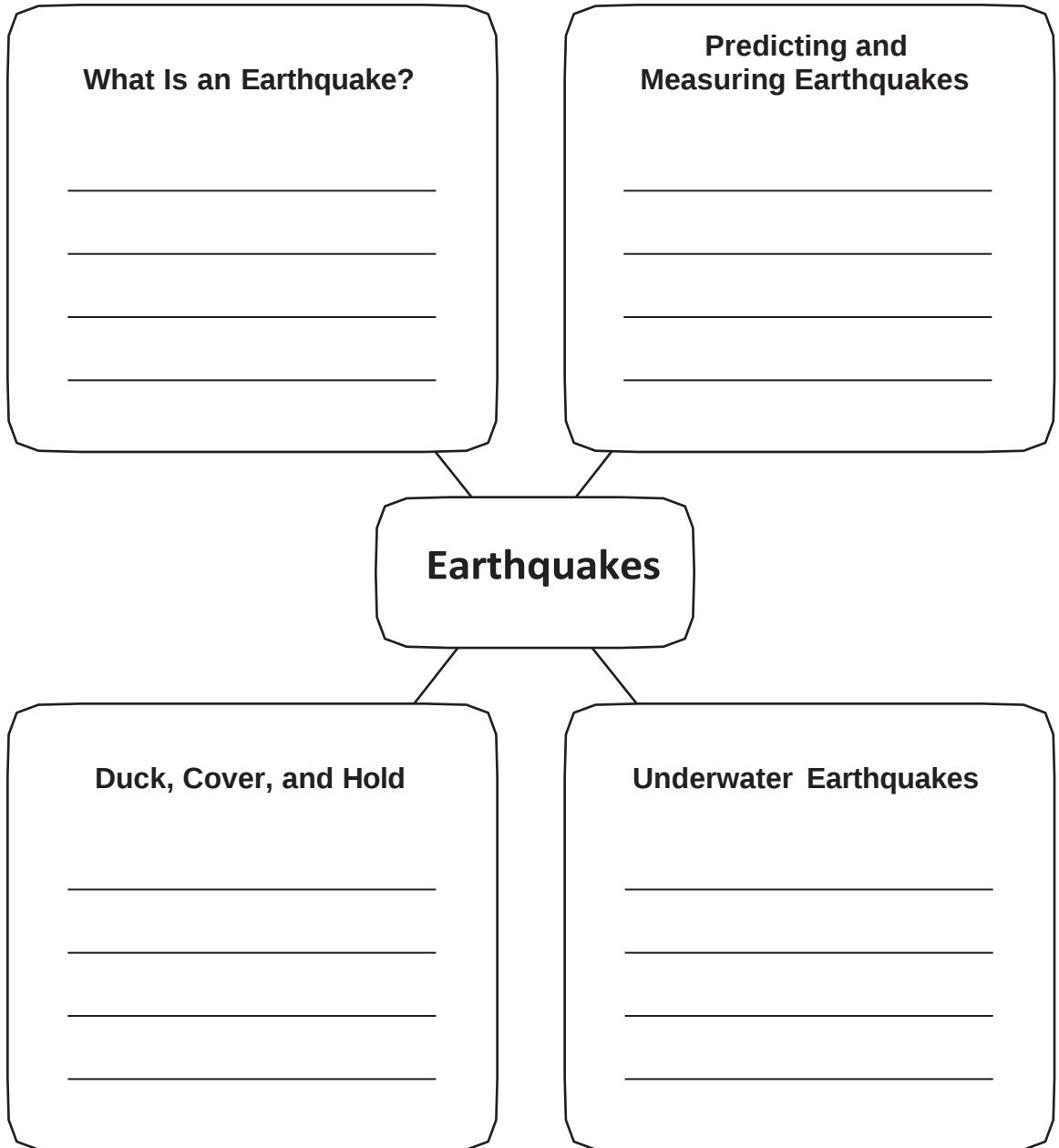
- A. _____ to say what is going to happen
- B. _____ a country in Asia
- C. _____ a shaking of the ground
- D. _____ a walkway
- E. _____ shaking or moving
- F. _____ a scale to measure earthquakes
- G. _____ a wave from an underwater earthquake
- H. _____ a place for boats that is usually safe

2. Fill in the blanks in the sentences below. Choose the word from the word box that completes each sentence.

- A. An _____ makes the ground move.
- B. We could feel the _____ on the track as the train went by.
- C. A big ship came into the _____.
- D. The earthquake measured 6 on the _____ scale.
- E. My teacher visited _____ last summer.
- F. Sam rode his bike on the _____.
- G. It is hard to _____ if our team will win.
- H. The _____ made the ships rock in the sea.

Earthquakes

1. Use the idea web to help you remember what you read. In each box, write the main idea of that reading.



2. Write the most interesting thing you read about earthquakes.
Explain your choice.

3. Write a question you would like to ask the author about earthquakes.

4. How would you explain earthquakes to someone who didn't know about them?

Zilzilalar haqida qisqacha yozish uchun yuqoridagi g'oyadan foydalaning.

[illegible]

MUSTAQIL O'QISH - 30 daqiqa

- 1. Mustaqil o'qish kitobingizni o'qishni davom ettiring.
- 2. Agar sizda mustaqil o'qish kitobingiz bo'lmasa, uy kutubxonangizdan kitob tanlang.
- 3. O'qish jurnalida sarlavha, muallif va sahifalar sonini qayd eting.

Reading Log

Name: _____ Parent Initials: _____

Date	Title of Book	Author	Pages	Time spent reading



CBSD FID ISHCHI

DAFTI 4-



DARAJA

MAXSUS KUN 2



QUEST - Grade 4

TIME
20 minutes

Learning Goal: I will build two aluminum foil boats and see which one can hold the most weight..

EID day
2

Materials

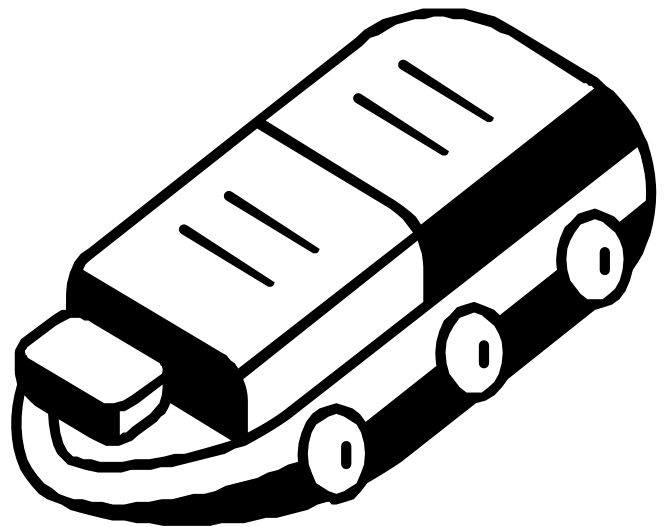
- Aluminum foil or be creative choosing another material
- Scissors
- Sink/Water

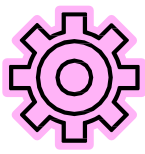
Aluminum Boats

How much weight can it hold?

Directions:

1. Follow the directions to build the boats.
2. Test each one.
3. Identify which boat is strongest.
4. Think about the answers to the questions.

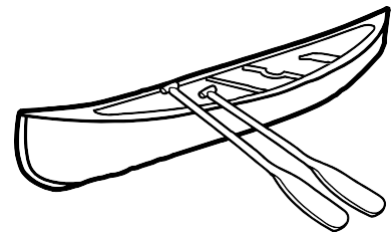




Build the boats...

1. Cut two squares of aluminum that are 12 inches, by 12 inches. If you can't measure, just estimate.

2. Fold the foil to make two different boats. Make them different shapes, such as rectangular or with pointed ends like a canoe.



3. Think about how to fold the foil so that your boat is strong and doesn't leak.

4. Fill a sink or bathtub with water. Decide how you will test your boats. If you have pennies, that will work great. If not, find something else. Guess which boat will hold the most pennies/weight? How many pennies can each boat hold?

Get ready to test!

5. Gently add one penny at a time. To prevent the boat from tipping, carefully balance the load as you add pennies.

Get ready to test!

Boat 1: _____

Boat 2: _____

You will write your results here.

What happened? Which boat held more pennies? Did your guess match your results? Were you surprised? What did you do that made one boat stronger than the other?

