

Student Name: _____

Class: _____

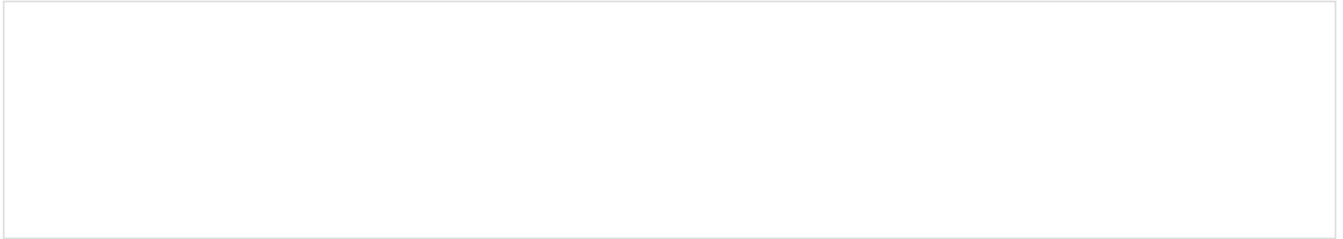
Due Date: _____

Introduction

Welcome to this exciting homework assignment, where you will delve into the fascinating world of inventors and simple machines! In this activity, you will learn about basic machines and mechanisms that make things move, sparking curiosity and creativity in your young mind.

Imagine You're an Inventor

1. Think about all the cool machines and gadgets you've seen or used. How do they make your life easier or more fun?
2. Draw a picture of your favorite machine or gadget and write a short sentence about what it does.

A large, empty rectangular box with a thin black border, intended for a student to draw a picture of a machine or gadget and write a short sentence about it.

Simple Machines

Look at the pictures of simple machines below. Can you name them?

- Wheel
- Lever
- Pulley
- Other (draw a picture and write the name)

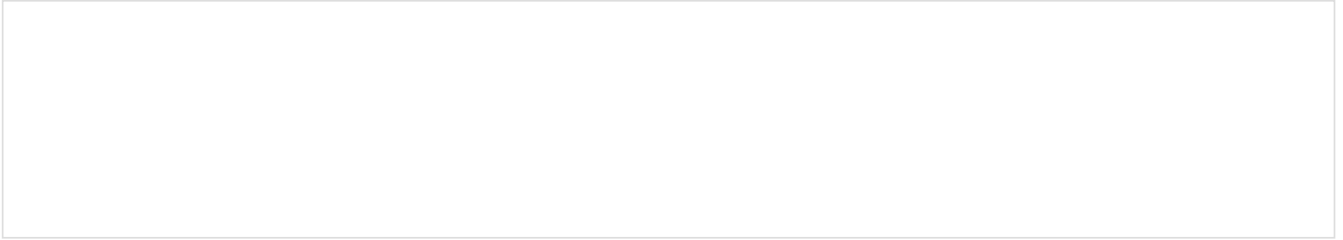


Let's Create

Using the materials provided (paper, scissors, glue, etc.), create your own simple machine. It could be a wheelbarrow, a seesaw, or anything you imagine!

Draw and Describe

Once you've made your machine, draw a picture of it and write a short story about what it does and how it helps people.

A large, empty rectangular box with a thin grey border, intended for a student to draw a picture of their machine and write a short story about it.

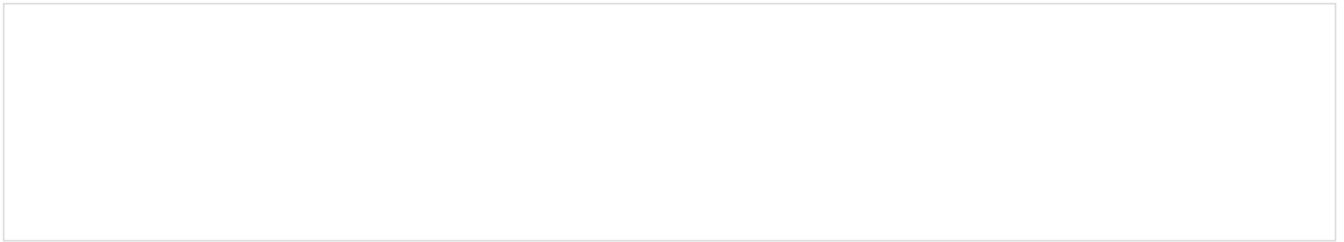
Matching Game

Picture **Name**

Wheel _____

Lever _____

Pulley _____



Real-Life Examples

Find examples of simple machines in your daily life. Draw a picture and write a short sentence about each example.

1. _____
2. _____
3. _____

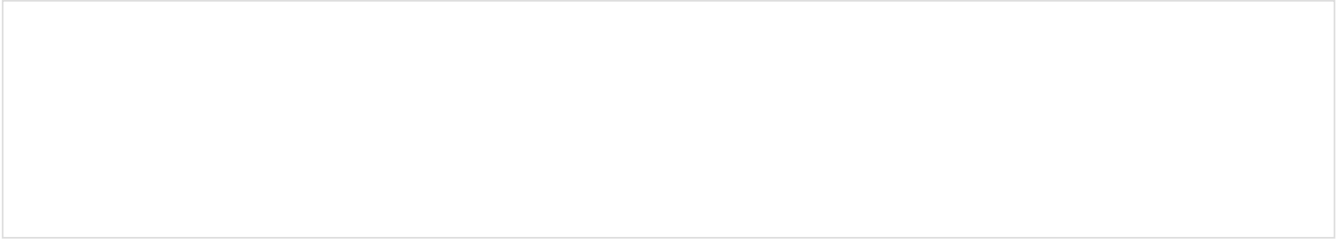


Design Your Own Machine

Use paper, glue, scissors, and any other craft materials provided to create a model of a simple machine. Can you make a machine that can lift a small object (like a pencil) using a lever or a pulley?

The Inventor's Story

Write a short story about an inventor who created a simple machine to solve a problem. How did it help people?
Draw pictures to go along with your story.



Extension Activities

Choose one of the following activities:

1. Research a famous inventor who created something using simple machines. Write a short biography about them and their invention.
2. Design a Rube Goldberg machine that performs a series of actions to achieve a simple task, like pouring a glass of water.
3. Go on a scavenger hunt around the house or school to find as many examples of simple machines as you can. Make a list and draw pictures of what you find.

Conclusion

Congratulations! You have completed the Exploring Inventors and Simple Machines activity. Remember to ask your parents or guardians about your project and what you've learned about simple machines.

Assessment Criteria:

- Can name at least three types of simple machines.
- Has created a model of a simple machine and can explain how it works.
- Has written a short story about an inventor and their simple machine, including illustrations.
- Actively participated in all activities and showed enthusiasm for learning about simple machines.