Merrimack School District Essential Learning Competencies

| School | Merrimack Middle School | |
|--------------|-------------------------|--|
| Discipline | Unified Arts | |
| Course Title | STEAM – Tech Ed | |

Seventh Grade

| Seveniii Grade | | | |
|----------------|------------------------------------|--------------------------------|--|
| Essential | Links to the | Formative Assessments | Summative Assessments |
| Learning | Rubrics/Standards/Competency | | |
| Competencies | | | |
| 1. Science | Standards: <u>STEAM Standards</u> | Instant Challenge, create a | Design/construct a bridge project that holds the most weight |
| | | paper bridge prototype. | with the best efficiency. |
| | Bridge Building- Bridge Building | Draw/Design Bridge | |
| | Rubric | <u>InstantChallenge</u> | |
| | | | Using only paper, cardboard and tape, create a "skyscraper" |
| | Paper Tower – <u>Skyscraper of</u> | Using 2-3 pieces of paper work | that can hold significant weight. |
| | <u>Paper</u> | to understand paper strength | |
| 2. Technology | Standards: <u>STEAM Standards</u> | Preliminary storyboard for a | Create a Stop Motion PSA that is at least 30 seconds long, |
| | My Bucket List: My Bucket List | Stop Motion PSA | including fluid movement, a Beginning/middle/end, a story |
| | Rubric | | line that is easily followed and possibly sound. |
| | | Create a card design/message | |
| | Paper Circuit greeting card | that incorporates copper | Follow through on design and implement copper tape and |
| | | tape/lights | lights into final card stock design so lights actually light up. |
| 3. Engineering | Standards: <u>STEAM Standards</u> | Explore different types of | Design/construct a bridge project that holds the most |
| | | bridge designs and their | weight with the best efficiency. |
| | Bridge Building- Bridge Building | efficiency. | |
| | Rubric | Bridge Designs | |
| 4. Arts | Standards: <u>STEAM Standards</u> | Create a card design/message | Follow through on design and implement copper tape and |
| | Paper Circuit greeting card | that incorporates copper | lights into final card stock design so lights add to overall |
| | | tape/lights | message. |
| 5. Math | Standards: <u>STEAM Standards</u> | Explore the forces that affect | Design/construct a ramp that allows for optimal movement |
| | Marble Ramp – Marble Ramp | object movement relative to | of a marble down the ramp and into the air. |
| | Rubric | gravity | |

Eighth Grade

| Essential | Links to the | Formative Assessments | Summative Assessments |
|----------------|---|--|--|
| Learning | Rubrics/Standards/Competency | | |
| Competencies | | 2 21 | |
| 1. Science | Standards: <u>STEAM Standards</u> | Instant Challenge, create a | Design/construct a bridge project that holds the most weight |
| | Bridge Building- Bridge Building | paper bridge prototype. Draw/Design Bridge | with the best efficiency. |
| | Rubric | InstantChallenge | |
| | | | |
| 2. Technology | Standards: STEAM Standards | Create a list of goals to achieve | Create an 11x17 poster to show your knowledge of |
| | My Bucket List: My Bucket List | in your lifetime with photos, | Photoshop to merge/blend images together that may have |
| | Rubric | practice blending in photoshop | similar themes. |
| | Standards | (Lady Leaves) | |
| | | My Bucket List Rubric | |
| 3. Engineering | Standards: <u>STEAM Standards</u> | Explore different types of | Design/construct a bridge project that holds the most |
| | 5 5 5 5 | bridge designs and their | weight with the best efficiency. |
| | Bridge Building- Bridge Building Rubric | efficiency. | |
| | C02 Car Design | Bridge Designs Sketch Designs | Design a C02 dragster to compete with other classmates for |
| | C02Design.docx | Uncover what it means for a | the fastest time. |
| | Adopted from: | race car to be aerodynamic. | |
| | C02 Dragster Project | | |
| 4. Arts | Standards: STEAM Standards | Plan out the design and build | Design a C02 dragster to compete with other classmates for |
| | C02 Car Design Process: | process of the dragster. | the fastest time. |
| | C02Design.docx | | |
| | Adopted from: | | |
| | C02 Dragster Project | | |
| | | | |
| 5. Math | Standards: <u>STEAM Standards</u> | Dragster Specifications | Design a C02 dragster to compete with other classmates for |
| | C02 Car Design Specifications: | | the fastest time. |
| | Dragster Specs Adopted from: | | |
| | C02 Dragster Project | | |
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