

6th Grade Intro to Gateway
Lesson: April 9 - Part 1 of 2

Learning Target:

Modeling, testing, evaluating, and modifying are used to transform ideas into practical solutions.

Warm-Ups:

View link: [“Canyon” Commercial](#)

View Link: [Review of the Design Process](#)

Lesson Introduction/Background Information:

We learned that design is a process, that involves lots of trying and re-trying different steps as a part of that process. This week, you are going to be designing some solutions to problems using materials you find around your house.

Materials for today:

Computer with internet access

Practice:

Many inventions are so old, we forget how important they are to our lives, and one of those inventions is the bridge.

To get started thinking about bridges and their construction, you are going to play the game Cargo Bridge. It's a lot tougher than it looks, but see how far you can get, keeping in mind the type and costs of your materials.

Cargo Bridge

(Don't worry - no builders are actually harmed in the making of your game bridge).

Self-Assessment:

See how many levels you can pass! If you passed more than one, you did better than Ms. Shelton.

Extend Your Learning/Continued Practice:

Want more practice with virtually constructing bridges?

[Try Cargo Bridge 2.](#)