

MAKING A MACHINE

Description/Skill Cues

- the idea is to create an imaginary machine that does some particular job (this machine could be something you are studying in class i.e. pulp and paper mill....this will give you an immediate idea of student's understanding of what the machine does)
- the machine should have lots of moving parts and various sounds associated with each process (Example; a washing machine and/or a clothes dryer)
- each student continues repeating his or her "process" until everyone is part of the final full machine.
- to start the activity, one student moves out in front of the group and begins an action that represents a starting point of the machine; another student moves out to join into the machine.
- another student joins in and adds to the machine...and so on.
- when the full machine is built, keep it going for a few moments so other students can see and hear it working

Teaching Cues

- the teacher can allow students to decide on their own machine or provide a list of items from which students can choose, or even have students pick an item from a hat

Variations/Extensions

- have several groups of students making machines or other items one at a time and have other groups try to guess what they have created.
 - Car wash
 - Building a house
 - Making newsprint at paper mill
 - Making orange juice
 - Producing Cod au Gratin at fish plant

Car wash

Making newsprint at paper mill

Producing Cod au Gratin at fish plant

Building a house

Making orange juice